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Summary.

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(57) [Abstract]
[Technical problem] After shifting to a winning-a-prize state, the pachinko game machine become easy to obtain the feelings that the game person itself stopped change of a pattern while possibility which an identification information picture always changes, without shifting to a winning-a-prize change period and a winning-a-prize state until a halt indication of the identification information picture by which it is always indicated by change is given of always becoming easy for a game person to distinguish a change period was generated is usually provided.
[Means for Solution] Two or more patterns are equipped with the display 32 by which a change display or a halt indication is given, and the pachinko game machine 10 sets it to the aforementioned display 32. Among two or more aforementioned patterns, a change indication of at least one or more patterns is always given, and it shifts to a winning-a-prize state ignited by the pachinko ball which a game person discharges having carried out the ON sphere to the starting mouth 44, and after the pattern by which it is always [aforementioned] indicated by change passes through a winning-a-prize change period, it is indicated by halt. Under the present circumstances, voice production which is different before and after shifting to a winning-a-prize state is performed through the loudspeaker 46 with which the pachinko game machine 10 was equipped. When the hold sphere of the pachinko game machine 10 is lost and it usually always returns from a winning-a-prize state to change, voice production before shifting to a winning-a-prize state is performed.

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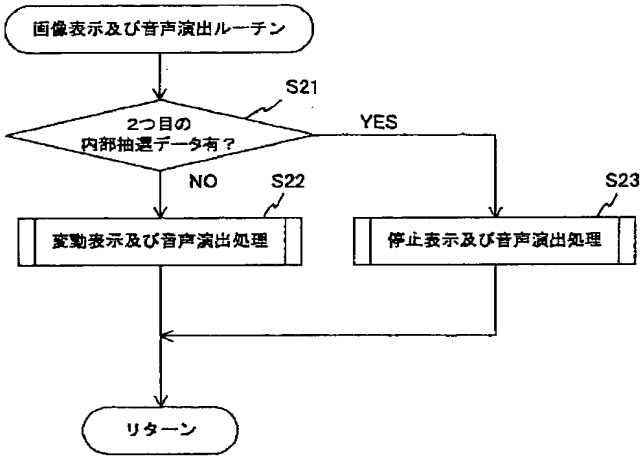

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CLAIMS

[Claim(s)]

[Claim 1] Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and it sets to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state The pachinko game machine which the identification information picture by which it is always [aforementioned] indicated by change is the pachinko game machine by which it is indicated by halt, and is characterized by performing voice production which is different before and after

shifting to the aforementioned winning-a-prize state.
[Claim 2] Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and it sets to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state That a halt indication of the identification information picture by which the identification information picture by which it is always [aforementioned] indicated by change is the pachinko game machine by which it is indicated by halt, and it is always [aforementioned] indicated by change after shifting to the aforementioned winning-a-prize state is given A winning-a-prize change period, The pachinko game machine characterized by performing voice production which is usually always different with a change period then in the period when an identification information picture is always changed, without shifting to the aforementioned winning-a-prize state.
[Claim 3] Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and it sets to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state The voice-control method of the pachinko game machine which the identification information picture by which it is always [aforementioned] indicated by change is the voice-control method of the pachinko game machine by which it is indicated by halt, and is characterized by including the content of control which performs voice production which is different before and after shifting to the aforementioned winning-a-prize state.
[Claim 4] Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and it sets to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state The server which performs the voice control of the pachinko game machine characterized by performing voice production which is different before and after the identification information picture by which it is always [aforementioned] indicated by change is the server which performs the voice control of the pachinko game machine by which it is indicated by halt and shifts to the aforementioned winning-a-prize state.
[Claim 5] Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and it sets to the

aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state It is the storage with which the program which can perform the voice-control method of a pachinko game machine that a halt indication of the identification information picture by which it is always [aforementioned] indicated by change is given is memorized. The storage with which the program which can perform the voice-control method of the pachinko game machine characterized by performing voice production which is different before and after shifting to the aforementioned winning-a-prize state is memorized.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]
[0001]
[The technical field to which invention belongs] this invention relates to the voice-control method of a pachinko game machine and a pachinko game machine, a server, and a storage.
[0002]
[Description of the Prior Art] In recent years, the slot machine with a game person able to obtain an advantageous game result according to the own game force is very in fashion. Although it is said that this slot machine shifts to a great success game according to the content of combination of the pattern at the time of stopping three rotating drums which a game person rotates after a medal injection and lever operation by pushing each push button, and stopping The timing of a halt of a rotating drum has started operation of a game person altogether, and in order to stop a rotating drum in a predetermined pattern, a game person performs a game, such as performing the so-called eye push hit and carried out, or changing the turn

which a push button pushes, making full use of various game techniques. It is thought that it is one of the factors in which the slot machine is in fashion at the place which makes full use of such a game person's game technique make.
[0003] On the other hand, by performing games, such as an adjustable display game, in display, such as a liquid crystal display panel, in a pachinko game, the interest of the game person who plays a pachinko game was made to maintain, and the attempt which ****s bored and uses a game person as a ** plug has been made. An adjustable display game here is a game which imitated the game made in a slot machine, and is set to a pachinko game machine. It is begun to change each of two or more patterns ignited by the pachinko ball having carried out the ON sphere to the starting mouth, and the pachinko game is played to shift to a great success game when the combination of these patterns stopped automatically turns into a predetermined combination (for example, "7"-"7"-"7").
[0004]
[Problem(s) to be Solved by the Invention] However, in the conventional pachinko game machine, since the pattern currently changed was made as [stop / automatically / not related / with operation of a game person], the game person was able to demonstrate the game force only by carrying out as many ON spheres of the pachinko ball as possible to a starting mouth. For this reason, it is requested that a game person should enable it to participate in a halt of a change pattern positively, i.e., give a game person's technical intervention nature to a pachinko game machine.
[0005] Moreover, after carrying out the ON sphere of the game sphere to a starting mouth, when it is only seeing the pattern stopped automatically, there is also no means by which it changes a game situation by the own force for a game person when a blank game is performed continuously and it will be sensed even by pain in a pachinko game, it is.
[0006] It is also possible to recognize on the other hand, as a pachinko game machine with which a game person can participate in a halt of a change pattern positively, although it is a thing aiming at shortening the change stop time of a pattern in JP,2001-239023,A. Although this pachinko game machine is a thing aiming at shortening the change stop time of a pattern As a pachinko game machine with which a game person can participate in a halt of a change pattern positively The pattern is beforehand indicated by change (the thing of such a change mode is called "regular change"), and a pachinko game machine which is made to stop change of a pattern ignited by the pachinko ball having passed through the predetermined gate by operation of a game person is proposed.
[0007] However, in such a pachinko game machine, since two or more change patterns stop continuously when the so-called hold sphere exists (when it is stocked that the pachinko ball carried out the ON sphere to the starting mouth), the feelings that it was very unclear whether the pattern was changed from the start, and the game person itself stopped change of a pattern become is hard to be

obtained.
[0008] A winning-a-prize change period until a halt indication of the identification information picture by which it is always indicated by change after this invention is made in view of the **** technical problem mentioned above and shifts to a winning-a-prize state is given, Usually, always, while producing possibility which always changes an identification information picture, without shifting to a winning-a-prize state of becoming easy to distinguish a game person in a change period, it aims at offering the pachinko game machine which becomes easy to obtain the feelings that the game person itself stopped change of a pattern.
[0009]
[Means for Solving the Problem] In order to attain the above purposes, the pachinko game machine of this invention carries out performing voice production which is different before and after shifting to the aforementioned winning-a-prize state in the pachinko game machine ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state with which a halt indication of the change display identification information-always picture is given as the feature.
[0010] Since this is enabled to give a game person the feeling of indicating the identification information picture by halt by himself and also voice production which is different before and after shifting to a winning-a-prize state is performed It becomes possible to provide a game person with the change mode of the pattern which becomes easy to distinguish the change when shifting to a winning-a-prize state, and change in the state where it has not shifted to a winning-a-prize state, to a game person, and is fresh continuously.
[0011] in addition, as an example "to which voice production which is different before and after shifting to a winning-a-prize state is carried out" A game advances without usually always generating BGM especially at the time of change so that the gestalt of implementation of the below-mentioned invention may explain. When BGM is generated when a pachinko ball carries out an ON sphere to a starting mouth and shifts to a winning-a-prize state, a hold sphere is lost and it usually always returns to change When production of terminating BGM is performed, or BGM for the time of change is usually always generated usually always at the time of change, a pachinko ball carries out an ON sphere to a starting mouth and it shifts to a winning-a-prize state It switches to BGM for winning-a-prize change periods, and it is mentioned [that production of again usually always switching to BGM for the time of change is performed, etc. and], when a hold sphere is lost and it usually always returns to change.
[0012] More specifically, this invention offers the following.
[0013] (1) Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and set to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned

identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state The pachinko game machine which the identification information picture by which it is always [aforementioned] indicated by change is the pachinko game machine by which it is indicated by halt, and is characterized by performing voice production which is different before and after shifting to the aforementioned winning-a-prize state.

[0014] According to invention of (1) mentioned above, possibility of making it easy to distinguish to a game person produces whether the mode of change of the identification information picture in a display is which change mode before and after shifting to a winning-a-prize state by what "voice production which is different before and after shifting to the aforementioned winning-a-prize state is performed for."

[0015] Moreover, possibility that it can also cheat so that a game person may become wanting a pachinko ball to win positively a prize of a winning-a-prize state by making voice production after shift more comfortable for a game person than the voice production before shifting to a winning-a-prize state arises.

[0016] (2) Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and set to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state The identification information picture by which it is always [aforementioned] indicated by change is the pachinko game machine by which it is indicated by halt. the aforementioned pachinko game machine The pachinko game machine carry out carrying out voice production which is usually always different with a change period then in the period when an identification information picture is always changed, without even shifting that a halt indication of the identification information picture by which it is always [aforementioned] indicated by change after shifting to the aforementioned winning-a-prize state is given to a winning-a-prize change period and the aforementioned winning-a-prize state as the feature.

[0017] According to invention of (2) mentioned above, possibility that the mode of change of the identification information picture in a display makes it easy to distinguish to a game person a winning-a-prize change period and whether it is usually always which change mode of a change period arises by what "different voice production is the aforementioned winning-a-prize change period and always [aforementioned / usual] performed for in a change period". [it]

[0018] Moreover, possibility that it can also cheat so that a game person may become wanting a pachinko ball to win a prize positively arises by making voice production in a winning-a-prize change period usually more comfortable for a game

person than the voice production in a change period.
[0019] (3) Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and set to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state The voice-control method of the pachinko game machine which the identification information picture by which it is always [aforementioned] indicated by change is the voice-control method of the pachinko game machine by which it is indicated by halt, and is characterized by including the content of control which performs voice production which is different before and after shifting to the aforementioned winning-a-prize state.
[0020] According to invention of (3) mentioned above, possibility of making it easy to distinguish to a game person produces whether the mode of change of the identification information picture in a display is which change mode before and after the shift to a winning-a-prize state by what "the content of control which performs voice production which is different before and after shifting to the aforementioned winning-a-prize state is included for."
[0021] moreover, it is alike rattlingly, it depends and possibility for which a voice control which makes voice production after shift more comfortable for a game person than the voice production before shifting to a winning-a-prize state to a winning-a-prize state is performed that it can also cheat so that a game person may become wanting a pachinko ball to win a prize positively arises
[0022] (4) Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and set to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state That a halt indication of the identification information picture by which the identification information picture by which it is always [aforementioned] indicated by change is the voice-control method of the pachinko game machine by which it is indicated by halt, and it is always [aforementioned] indicated by change after shifting to the aforementioned winning-a-prize state is given A winning-a-prize change period, The voice-control method of the pachinko game machine characterized by including the content of control which performs voice production which is usually always different from a change period then in the period when an identification information picture is always changed, without shifting to the aforementioned winning-a-prize state.
[0023] According to invention of (4) mentioned above, it is generated in possibility of making it easy to distinguish to a game person, by what "the content of control

which performs different voice production is the aforementioned winning-a-prize change period and always [aforementioned / usual] included for in a change period" whether the mode of change of the identification information picture in a display is usually always which change mode of a change period with a winning-a-prize change period.

[0024] Moreover, possibility that it can also cheat so that a game person may become wanting a pachinko ball to win a prize positively arises by performing a voice control which makes voice production in a winning-a-prize change period usually more comfortable for a game person than the voice production in a change period.

[0025] (5) Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and set to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state The server which performs the voice control of the pachinko game machine characterized by performing voice production which is different before and after the identification information picture by which it is always [aforementioned] indicated by change is the server which performs the voice control of the pachinko game machine by which it is indicated by halt and shifts to the aforementioned winning-a-prize state.

[0026] According to invention of (5) mentioned above, possibility of making it easy to distinguish to a game person produces whether the mode of change of the identification information picture in a display is which change mode before and after the shift to a winning-a-prize state by what "voice production which is different before and after shifting to the aforementioned winning-a-prize state is performed for."

[0027] Moreover, possibility that it can also cheat so that a game person may become wanting a pachinko ball to win positively a prize of a winning-a-prize state by making voice production after shift more comfortable for a game person than the voice production before shifting to a winning-a-prize state arises.

[0028] (6) Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and set to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state It is the server which performs the voice control of the pachinko game machine with which a halt indication of the identification information picture by which it is always [aforementioned] indicated by change is given. That a halt indication of the identification information picture by which it is always [aforementioned] indicated by change after shifting to the

aforementioned winning-a-prize state is given A winning-a-prize change period, The server which performs the voice control of the pachinko game machine characterized by performing voice production which is usually always different from a change period then in the period when an identification information picture is always changed, without shifting to the aforementioned winning-a-prize state.
[0029] According to invention of (6) mentioned above, possibility that the mode of change of the identification information picture in a display makes it easy to distinguish to a game person a winning-a-prize change period and whether it is usually always which change mode of a change period arises by what "different voice production is the aforementioned winning-a-prize change period and always [aforementioned / usual] performed for in a change period". [it]
[0030] Moreover, possibility that it can also cheat so that a game person may become wanting a pachinko ball to win a prize positively arises by making voice production in a winning-a-prize change period usually more comfortable for a game person than the voice production in a change period.
[0031] (7) Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and set to the aforementioned display. A change indication of at least one or more identification information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state It is the storage with which the program which can perform the voice-control method of a pachinko game machine that a halt indication of the identification information picture by which it is always [aforementioned] indicated by change is given is memorized. The storage with which the program which can perform the voice-control method of the pachinko game machine characterized by performing voice production which is different before and after shifting to the aforementioned winning-a-prize state is memorized.
[0032] According to invention of (7) mentioned above, possibility of making it easy to distinguish to a game person produces whether the mode of change of the identification information picture in a display is which change mode before and after the shift to a winning-a-prize state by performing the program [like] "which performs voice production which is different before and after shifting to the aforementioned winning-a-prize state."
[0033] Moreover, possibility that it can also cheat so that a game person may become wanting a pachinko ball to win positively a prize of a winning-a-prize state by performing a program which makes voice production after shift more comfortable for a game person than the voice production before shifting to a winning-a-prize state arises.
[0034] (8) Two or more identification information pictures are equipped with the display by which a change display or a halt indication is given, and set to the aforementioned display. A change indication of at least one or more identification

information pictures is always given among two or more aforementioned identification information pictures. Ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position, and having shifted to the winning-a-prize state It is the storage with which the program which can perform the voice-control method of a pachinko game machine that a halt indication of the identification information picture by which it is always [aforementioned] indicated by change is given is memorized. That a halt indication of the identification information picture by which it is always [aforementioned] indicated by change after shifting to the aforementioned winning-a-prize state is given A winning-a-prize change period, The storage with which the program which can perform the voice-control method of the pachinko game machine characterized by performing voice production which is usually always different from a change period then in the period when an identification information picture is always changed, without shifting to the aforementioned winning-a-prize state is memorized.

[0035] According to invention of (8) mentioned above, it is generated in possibility of making it easy to distinguish to a game person, by performing the program [like] "which the aforementioned winning-a-prize change period and always [aforementioned / usual] performs different voice production in a change period" whether the mode of change of the identification information picture in a display is usually always which change mode of a change period with a winning-a-prize change period.

[0036] Moreover, possibility that it can also cheat so that a game person may become wanting a pachinko ball to win a prize positively arises by performing a program which makes voice production in a winning-a-prize change period usually more comfortable for a game person than the voice production in a change period.

[0037] The "identification information" concerning [definition-of-term etc. this inventions] means identifiable information by visual senses, such as a character, a sign, a pattern, or a pattern (pattern). Moreover, the picture which indicates this identification information picture to be an "identification information picture" is said. This identification information picture is equivalent to the picture of the pattern mentioned later.

[0038] Moreover, it says setting "a display" in the state where an identification information picture may be checked by looking by the game person. Moreover, a "display" is a concept also containing display, such as a liquid crystal display (the LCD panel is called hereafter) which displays [change-] and displays [halt-] the movable object of the drum object with which the identification information picture like **** is displayed, and the identification information picture was drawn on the front face, a reel object, etc., and not only these but an identification information picture, and the Braun tube.

[0039] In moreover, when [the case where "a change display" changes into the pattern "8" which is the identification information of others / pattern / "7" / which is one identification information when identification information changes one by one]

and when changing into other patterns "*" from a pattern "9" and displaying It is a concept containing the case where it moves one pattern "7" being displayed in a viewing area when the identification information moves and is displayed, while one identification information had been displayed in the viewing area which can display identification information, or both sides or either.
[0040] Furthermore, it is the concept included when the display mode of identification information changes (for example, when [the case where one pattern "7" deforms, and it is displayed oblong or is displayed longwise, when a pattern is expanded and displayed or is reduced and displayed] etc.).
[0041] On the other hand, the mode which a position is stopped and displays the identification information picture "a halt display" indicates a certain identification information to be is said.
[0042] Furthermore, "a regular change display" is already a mode by which a change indication of the identification information picture is given again, before the pachinko ball which a game person discharges carries out passage or the ON sphere of the position. Although it began to be indicated by change, and the halt display identification information picture ignited by the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position was automatic and it was indicated by halt in the conventional game In the game in this invention to which "a regular change display" is performed As mentioned above, before the pachinko ball which a game person discharges carries out passage or the ON sphere of the position A halt indication of the change display identification information picture ignited by a change indication of at least one of the identification information pictures already being given, and the pachinko ball which a game person discharges having carried out passage or the ON sphere of the position is given.
[0043]
[Embodiments of the Invention] Below, the example of this invention is explained based on a drawing.
[0044] The front view showing a general view of the game machine by [composition of pachinko game machine] this invention is shown in drawing 1 . In addition, in the operation gestalt explained below, the case where this invention is applied to a pachinko game machine as a suitable operation gestalt for the game machine concerning this invention is shown.
[0045] The game board 14 included in the pachinko game machine 10 by the main part frame 12 and the main part frame 12, The window frame 16 of the main part frame 12 prepared in the front face of the game board 14, and the upper pan 20 and the lower pan 22 prepared in the front face of the main part frame 12 with the window frame 16 down side, The discharge handle 26 prepared in the right-hand side of the lower pan 22, and the loudspeaker 46 (46a-46d) and ** which saw from the front face and were prepared in the four corners of the main part frame 12 are arranged.
[0046] Moreover, two or more obstacle nails (not shown) are driven into the front

face of the game board 14. In addition, it does not consider as composition which drives in a nail, but the game board 14 is fabricated for a resin material, it is good also as composition implanted so that a metal rod-like structure may be projected in the game board 14 of this resin material at the front of the game board 14, and this invention can be applied also to the pachinko game machine 10 (party contest machine) which was mentioned above and which carried out **** composition. In addition, in this specification, it is a concept also containing a party contest machine in the pachinko game machine 10.

[0047] Furthermore, the discharge handle 26 is formed free [rotation] to the main part frame 12, and the game person can advance the pachinko game by operating the discharge handle 26. The discharge motor 28 is formed in the background of the discharge handle 26.

[0048] Furthermore, the touch sensor 29 is formed in the periphery section of the discharge handle 26 again. When a game person's hand touches a touch sensor 29, it is supposed by having emitted the touch detecting signal from the touch sensor 29, and having emitted this signal that the game person supported the discharge handle 26. When the discharge handle 26 is supported by the game person and rotation operation is carried out in the direction of a clockwise rotation, according to the rotation angle, power is supplied to the discharge motor 28, and the pachinko ball stored by the upper pan 20 is discharged one by one by the game board 14.

[0049] The discharged pachinko ball is guided at the guide rail 30 prepared on the game board 14, moves to the upper part of the game board 14, and after that, changing the travelling direction by the collision with two or more obstacle nails mentioned above, the game board 14 goes caudad and it falls.

[0050] The expansion front view to which the game board 14 was expanded is shown in drawing 2 . In addition, the same sign was given to the component shown in drawing 1 mentioned above, and the corresponding component. Moreover, drawing 2 showed what was omitted about the obstacle nail mentioned above.

[0051] The display 32 (it is equivalent to "the display which displays [change-] or displays [halt-] two or more identification information pictures") which is the **** display mentioned later is formed in the center of abbreviation of the front face of the game board 14. Display 52 is formed in the center of the upper part of display 32. This display 52 consists of for example, 7 segment drops, and an adjustable indication of the common pattern which is display information is given so that change and a halt may be repeated.

[0052] The sphere passage detectors 55a and 55b are formed in the flank of right and left of display 32. When it detects that the pachinko ball passed through the near, after the change display of a pattern is usually started and predetermined carries out time progress in the display 52 mentioned above, the change display of a pattern usually stops this sphere passage detector 55a or 55b. Usually, a pattern is this information that consists of a number, a sign, etc., for example, are signs, such as numbers from "0" to "9", and "*."

[0053] When a pattern usually turns into this predetermined pattern, "7", it stops and it is displayed, current is supplied to the solenoid 57 (not shown) for driving the movable pieces 58a and 58b prepared in the both sides of right and left of the starting mouth 44 mentioned later, the movable pieces 58a and 58b are driven so that a pachinko ball may tend to go into the starting mouth 44 and may become it, and the starting mouth 44 is made to be in an open state. [for example,, In addition, when predetermined time passes after making the starting mouth 44 into an open state, a movable piece is driven, and a pachinko ball cannot enter easily and it is made to become by making the starting mouth 44 into a synizesis state.
[0054] Four hold lamps 34a-34d are formed in the both sides of right and left of the display 52 mentioned above. When it is stocked that the pachinko ball carried out the ON sphere to the starting mouth 44 when the ON sphere of the pachinko ball was carried out to the starting mouth 44 by operation of a game person, these hold lamps 34a-34d will be turned on based on the number of the internal lottery data stocked so that it may mention later.
[0055] Furthermore, the general winning-a-prize mouth 50 is formed in the upper part of display 52. Moreover, the winning-a-prize mouth 38 of a pachinko ball is formed in the lower part of the game board 14. Near this winning-a-prize mouth 38, the shutter 40 is formed free [opening and closing]. When the adjustable display game mentioned later changes into a great success state, a shutter 40 is driven by the solenoid 48 so that it may be in an open state.
[0056] The general winning-a-prize mouths 54a and 54b are formed in the both sides of right and left of the display 32 mentioned above. Furthermore, the general winning-a-prize mouths 54c and 54d are formed in the both sides of right and left of the lower part of display 32. Moreover, the winning-a-prize mouths 56a and 56b are specially formed in the edge of right and left of the game board 14, and the winning-a-prize mouths 56c and 56d are specially formed in the both sides of right and left of the winning-a-prize mouth 38.
[0057] Moreover, the starting mouth 44 which has the sphere detection sensor 42 used as the opportunity which shifts to a halt display state in two or more patterns which the adjustable display game mentioned later is started and are displayed on display 32, for example, the pattern which are three identification information, is formed. The winning-a-prize mouth 38 mentioned above, the starting mouth 44, the general winning-a-prize mouths 54a-54d, and when a pachinko ball wins specially a prize of the winning-a-prize mouths 56a-56d, it is made as [pay / the lower pan 22 / a number of pachinko balls beforehand set up according to the kind of winning-a-prize mouth]. In addition, although "a halt indication" of "the identification information picture by which it is always indicated by change" is given with this operation gestalt so that a pachinko ball may mention later to the starting mouth 44, when a pachinko ball carries out an ON sphere That what is necessary is just that "by which a halt indication of the identification information picture by which it is always indicated by change ignited by the pachinko ball having carried out passage

or the ON sphere of the position is given" You may carry out an opportunity [having passed, even if a pachinko ball does not carry out / **** / an ON sphere ignited by the pachinko ball having carried out the ON sphere to positions other than starting mouth 44].

[0058] Furthermore, the rolling flare-part material 59a and 59b for guiding the path of a pachinko ball in the predetermined direction is also formed in the both sides of right and left of display 32 again. Moreover, the ornament lamps 36a and 36b are formed in the outside upper left-hand side and outside upper right-hand side of the game board 14.

[0059] In addition, even if the portion which displays the production picture later mentioned in the display 32 mentioned above consists of a liquid crystal display panel, it may consist of the Braun tube. Moreover, in the example mentioned above, although it showed the case where it was prepared in the center of abbreviation of the front face of the game board 14 of the pachinko game machine 10 which is a game machine, if display 32 is a position by which a game person is seen, it is good also as forming display 32 in the position of what of a game machine.

[0060] The block diagram showing the control circuit of the pachinko game machine which is the operation gestalt of [composition of control section of pachinko game machine] this invention is shown in drawing 3 .

[0061] The discharge handle 26 mentioned above is connected to the interface-circuitry group 62 of the main-control circuit 60, and the interface-circuitry group 62 is connected to the input/output bus 64. After the angle signal which shows the rotation angle of the discharge handle 26 is changed into a predetermined signal by the interface-circuitry group 62, it is supplied to an input/output bus 64. The input/output bus 64 is made as [input / output and / a data signal or an address signal / by the central-process circuit (CPU is called hereafter) 66]. Moreover, the interior of CPU66 is equipped with the timer (not shown) mentioned later.

[0062] Moreover, the touch sensor 29 with which the discharge handle 26 was equipped is also connected to the interface-circuitry group 62 of the main-control circuit 60. After a touch sensor 29 emits the touch detecting signal which detects what a game person's hand touched in the interface-circuitry group 62, it is supplied to an input/output bus 64.

[0063] Moreover, the sphere detection sensor 42 is also connected to the interface-circuitry group 62 mentioned above, and when a pachinko ball passes the starting mouth 44, the sphere detection sensor 42 supplies a detecting signal to the interface-circuitry group 62. Furthermore, the sphere passage detector 55 is also connected to the interface-circuitry group 62, and the sphere passage detector 55 supplies a detecting signal to the interface-circuitry group 62, when it detects that the pachinko ball passed through the near.

[0064] ROM (read-only memory)68 and RAM (random access memory)70 are connected to the input/output bus 64 mentioned above. ROM68 records the control program which controls the flow of the whole game of a pachinko game machine.

Furthermore, ROM68 also memorizes the program [program / which carries out the display control in display 32 / the initial data for performing a control program, the program which controls the blink operation pattern of the ornament lamp 36,] which controls the voice production which is needed in case an adjustable display game is usually always performed in the display 32 in the case of change. Moreover, RAM70 memorizes the value of the flag used by the program mentioned above, or a variable.
[0065] The program which carries out the display control in this operation gestalt What "indicates the aforementioned identification information picture by halt in the mode according to the fluctuation velocity of two or more aforementioned identification information pictures by which it is always indicated by change" is included to the pachinko game machine 10. Moreover, after [when a halt indication of the identification information picture by which it is always / "/ indicated by change was given] the time or a halt indication is given " thing on which the identification information picture by which it is newly indicated by change always is displayed, "before a pachinko ball carries out passage or the ON sphere of the position, [from] " thing on which the production whose character performs operation which is going to indicate by halt the identification information picture by which it is indicated [aforementioned] by change in the aforementioned display is displayed, That "on which the identification information picture by which it is newly indicated by change always is displayed after [when a halt indication of the identification information picture by which it is always indicated by change was given] the time or a halt indication is given" is also included. In addition, although the program in this operation gestalt was recorded on ROM68, it may be recorded on storages, such as a hard disk drive unit, CD-ROM, and DVD. Moreover, even if these programs are not recorded beforehand, they may be recorded by RAM70 grade after powering on. Furthermore, each of a program may be recorded on the separate storage again.
[0066] Moreover, although the program which carries out the voice control in this operation gestalt "performs voice production which is different in the aforementioned winning-a-prize change period and the aforementioned usual change period" to the pachinko game machine 10 This generates BGM "during the winning-a-prize change", may tell "it is usually a change period" that BGM is not generated, and may generate BGM which is respectively different from a "winning-a-prize change period" by "it is usually a change period." In addition, although the program in this operation gestalt was recorded on ROM68, it may be recorded on storages, such as a hard disk drive unit, CD-ROM, and DVD. Moreover, even if these programs are not recorded beforehand, they may be recorded by RAM70 grade after powering on. Furthermore, each of a program may be recorded on the separate storage again.
[0067] Furthermore, the interface-circuitry group 72 is also connected to the input/output bus 64. The discharge motor 28, solenoids 48 and 57, the hold lamp 34 (34a-34d), and the ornament lamp 36 are connected to the interface-circuitry group 72, and the interface-circuitry group 72 supplies a driving signal and drive power to

it that each of the equipment mentioned above according to the result of data processing in CPU66 should be controlled.

[0068] Moreover, a solenoid 48 is for carrying out the opening-and-closing drive of the **** shutter 40 mentioned above, and a solenoid 57 is for driving the **** movable pieces 58a and 58b mentioned above. Furthermore, the hold lamp 34 (34a-34d) shows the number of times from which the combination of the pattern displayed on display 32 became effective. Furthermore, the ornament lamp 36 blinks or lights up again to show a game person that, when it becomes a time of a game being becoming it a great success, and reach.

[0069] Furthermore, the random-number-generation section 65 for a random number being generated is connected to the input/output bus 64 again. When the instruction for generating a random number is emitted from CPU66 to the random-number-generation section 65, the random-number-generation section 65 generates the random number of the predetermined range, and emits the signal which shows the value of the random number to an input/output bus 64. CPU66 determines the advance situation of a game with this generated random number. Internal lottery processing performed at Step S14 mentioned later by this is performed.

[0070] Moreover, "at least one or more identification information pictures are always change displays among two or more identification information pictures" of the pachinko game machine of this operation form is carried out. Before the pachinko ball which a game person discharges carries out an ON sphere to the starting mouth 44, a change indication of "being at least one or more identification information pictures among two or more identification information pictures" is already given, and the game of the present distance is performed. And a halt indication of "the identification information picture by which it is always indicated by change" is given ignited by the pachinko ball which a game person discharges having carried out the ON sphere to the starting mouth 44, and a change indication of the identification information picture is given that the game of the following distance should be started so that it may mention later.

[0071] For this reason, after switching on the power supply of the pachinko game machine 10, based on the random number emitted from the random-number-generation section 65, internal lottery processing in which the advance situation of a game is determined is performed, and a change display is always started so that it may mention later. Moreover, by carrying out the ON sphere of the pachinko ball to the starting mouth 44, a halt indication of the pattern is given, it combines, and an internal lottery is performed that the advance situation of the game in the following distance should be determined.

[0072] Furthermore, the hold lamp 34 (34a-34d) mentioned above again When three internal lottery data recorded by internal lottery processing are recorded so that it may mention later When the 1st lights up and four internal lottery data are recorded, the 2nd lights up, when five internal lottery data are recorded, the 3rd lights up, and when six internal lottery data are recorded, the 4th lights up.

[0073] In addition, the random number emitted from the random-number-generation section 65 is recorded on RAM70 as data in which a lottery result is shown. For example, the record processing of data which shows a lottery result using the **** data map shown in drawing 4 is explained. Drawing 4 is data in which a lottery result is shown, and shows each storage region of these data at a small rectangular head.
[0074] The data in which a lottery result is shown are recorded on the order which cast lots sequentially from the position of the sign A0 of drawing to RAM70, as shown in drawing 4 (A). In that case, the internal lottery data currently recorded on the position of a sign A0 are read, and the change display of the pattern in the present distance is started at it based on the internal lottery data. In addition, "FFFFFFFF" is recorded on the place where internal lottery data are not recorded as empty data. Moreover, by the time a halt indication of the pattern was given, when a lottery was performed, it was vacant sequentially from the position of a sign A0, data were searched, there were empty data, as shown in drawing 4 (B) and it distinguishes, internal lottery data are recorded on the place (in the case of drawing 4 (A), it corresponds to the position of a sign A1). Moreover, it is recorded one by one, and as shown in drawing 4 (C), when the position of sign A5, i.e., a maximum of six lottery result data, is recorded from the position of a sign A0, it is not recorded even if a lottery is performed. Moreover, when the change display of the pattern will be a halt display by giving a halt indication of the pattern by which it was indicated by change based on a lottery result, as shown in drawing 4 (D), it is vacant in the position of a sign A0, and "FFFFFFFF" is recorded as data. And the internal lottery data currently recorded on the position of a sign A1 are made to record on the position of a sign A0, as shown in drawing 4 (E). In addition, the internal lottery data after the position of a sign A1 are also vacant in the position (it corresponds to the position of the sign A1 of drawing 4 (E)) where it was recorded similarly and the last data were recorded, and record data "FFFFFFFF." Internal lottery data will be recorded on the position of a sign A0 by this.
[0075] Moreover, although a halt indication of the pattern by which it is always indicated by change will be given when the game in the present distance is completed when it is in the state shown in drawing 4 (A), namely, a pachinko ball carries out an ON sphere to the starting mouth 44, internal lottery processing is performed that the advance situation of the game in the following distance should be determined before it. for this reason, as the internal lottery data generated by the internal lottery processing show drawing 4 (B), when a halt indication of the pattern by which was recorded on the position of a sign A1 and it was indicated by change is given As shown in drawing 4 (E), the internal lottery data currently recorded on the position of the sign A1 in drawing 4 (B) will be recorded on the position of a sign A0, and internal lottery data will surely be recorded on the position of a sign A0. For this reason, the internal lottery data in the present distance will be recorded on the position of a sign A0, and the internal lottery data in the following distance will be recorded on the position of a sign A1, and the internal lottery data as 1-4 hold

spheres will be recorded on the position of a sign A2 - A5.
[0076] Furthermore, the communication interface circuit 72 is also connected to the input/output bus 64, and a communication interface circuit 72 is again for carrying out communication with server 80 grade through communication lines, such as a dial-up line network and a Local Area Network (LAN). In addition, although considered as the composition which consists only of a pachinko game machine with this operation gestalt, the pachinko game machine 10 is good also as composition connected to the server which can transmit and receive predetermined information so that it may mention later.
[0077] Furthermore, the display controller 200 is also connected to the interface-circuitry group 72, and a display controller 200 emits the driving signal for driving the display 32 connected to the display controller 200 based on the image display instruction emitted from the main-control circuit 60 again.
[0078] Furthermore, voice-control equipment 220 is also connected to the interface-circuitry group 72, and voice-control equipment 220 emits the driving signal for driving the loudspeaker 46 (46a-46d) connected to voice-control equipment 220 based on the voice generating instruction emitted from the main-control circuit 60 again.
[0079] The block diagram showing the circuit of the display controller 200 which carried out [composition of display controller of pachinko game machine] **** is shown in drawing 5 .
[0080] The interface circuitry 202 is connected to the input/output bus 204, and the image display instruction emitted from the main-control circuit 60 mentioned above is supplied to an input/output bus 204 through an interface circuitry 202. The input/output bus 204 is made as [input / output and / a data signal or an address signal / by the central-process circuit (CPU is called hereafter) 206].
[0081] ROM (read-only memory)208 and RAM (random access memory)210 are connected to the input/output bus 204 mentioned above. ROM208 memorizes the display-control program for generating the driving signal supplied to display 32 based on the image display instruction emitted from the main-control circuit 60. On the other hand, RAM210 memorizes the value of the flag used by the program mentioned above, or a variable.
[0082] Furthermore, the image data processor (VDP is called hereafter) 212 is also connected to the input/output bus 204. This VDP212 is the processor which can perform various processings for displaying a picture on display 32 including circuits, such as the so-called sprite circuit, a screen circuit, and a pallet circuit.
[0083] ROM216 for image data and ** which memorize image data, such as Video RAM 214 for memorizing the image data according to the image display instruction emitted from the main-control circuit 60, image data of a background, image data of a pattern, and image data of a character, are connected at VDP212 mentioned above. Furthermore, the drive circuit 218 which emits the driving signal for driving display 32 is also connected to VDP212.

[0084] CPU206 mentioned above makes Video RAM 214 memorize the image data displayed on display 32 according to the image display instruction emitted from the main-control circuit 60 by reading and performing the display-control program memorized by ROM208. Display instructions, such as a background display instruction, and a pattern display instruction, a character display instruction, are contained in the image display instruction emitted from the main-control circuit 60.
[0085] Moreover, ROM216 for image data memorizes image data, such as character image data of the character of the data of the picture of the pattern which is an identification information picture, the dynamic body object displayed as a production screen, and background-image data which constitute the background of display 32, as mentioned above.
[0086] When indicating the pattern by change in display 32, in case the image data of the pattern mentioned above indicates by halt, it is used, and it contains the image data according to various display modes, for example, the expanded picture, the reduced picture, the picture which deformed. Moreover, the character image data mentioned above contains the image data to which a character is needed for displaying the mode which carries out a series of operation.
[0087] Next, the schematic diagram showing the concept of the image data generated by Video RAM 214 mentioned above is shown in drawing 6 .
[0088] As shown in drawing 6 , the size (the screen picture field R1 is called hereafter) of the image data generated by screen-display instruction at Video RAM 214 is set up so that it may become larger than the viewing area R2 displayed on display 32. In addition, in drawing 6 , the screen picture field R1 shows the field surrounded as the solid line, and a viewing area R2 shows the field surrounded with the dashed line. Thus, by setting up, the picture which should be displayed on display 32 can be smoothly indicated by scrolling so that it may mention later.
[0089] When a pattern display instruction is emitted from the main-control circuit 60, VDP212 arranges the image data read to the position in Video RAM 214 corresponding to the position which should display the picture of a pattern on display 32, after reading the image data of each pictures D1-D3 which show the pattern which is an identification information picture from ROM216 for image data.
[0090] Moreover, when a character display instruction is emitted from the main-control circuit 60, VDP212 arranges the image data read to the position in Video RAM 214 corresponding to the position which should display the picture of a character on display 32, after reading each image data of the character pictures C1-C3 from ROM216 for image data.
[0091] Furthermore, when a background display instruction is emitted from the main-control circuit 60, VDP212 arranges the image data read to the position in Video RAM 214 corresponding to the position which should display the picture of a background on display 32 again, after reading the image data of the picture B1 of a background from ROM216 for image data.
[0092] After VDP212 generates image data to Video RAM 214, it reads only the

image data memorized by the viewing area R2 from Video RAM 214, and supplies it to the drive circuit 218 by making this into a status signal. And as mentioned above, the pattern which is an "identification information picture" is "change-displaying or halt displaying" by displaying a picture the whole coma and making the display position of the picture change.

[0093] By recording image data on Video RAM 214, as [example of the display of picture] **** was carried out, a picture is displayed on display 32 and a game is advanced. The example of a display of the picture displayed in this game comes to be shown in drawing 11 from drawing 7 .

[0094] Drawing 7 shows the example as which each of three patterns is displayed in the mode by which it is always indicated by change. Moreover, drawing 8 shows the example displayed in the mode by which a halt indication of the one pattern is given among three patterns, and drawing 9 shows the mode by which a halt indication of each of three patterns was given. Furthermore, after a halt indication of each of three patterns is given, each of the pattern scrolls drawing 10 outside a screen again. It is what shows the example displayed in the mode which scrolls and appears from the outside of a screen while it combines and each of three new patterns always indicates by change. drawing 11 After the change display always started, when predetermined time has been passed, the example as which each of three patterns was displayed in the mode by which it is always indicated by change is shown. In addition, although each of the pattern shown in drawing 11 from drawing 7 is drawn as a static image, since change-displaying or halt displaying cannot express it clearly, the pattern by which it is indicated by change is drawn as if the pattern was actually indicating by change.

[0095] As shown in the upper part of display 32 at drawing 7 , a change indication of the three patterns is given and the character is displayed on the lower part of display 32. Each of three patterns is drawn on three boards which rotate to lengthwise, and the change display of a pattern is performed by changing, whenever the board half-rotates. Moreover, that a character should indicate each of three patterns by which it is indicated by change by halt, although a beam beam of light is emitted, a change indication of each of three patterns is given, without applying the beam beam of light to a board. In addition, it continues a change display until it carries out the ON sphere of each of three patterns to the starting mouth 44 which the pachinko ball mentioned above so that it may mention later.

[0096] The board on which the beam beam of light emitted from the character hit the board on which the chart on the left handle was drawn, and the pattern was drawn moves below by carrying out an ON sphere to the starting mouth 44 which the pachinko ball mentioned above, when a change indication of each of three patterns is given, decelerating the rotation. And it is indicated by halt and a chart on the left handle is decided as an effective pattern, as shown in drawing 8 . Moreover, production for [this] indicating by halt is performed also in a right-hand side pattern and a central pattern like a chart on the left handle, and as shown in drawing

9 , a halt indication of all of each of three patterns is given. In addition, production is performed in order of a chart on the left handle, a right-hand side pattern, and a central pattern.

[0097] A character makes the situation of indicating by halt the pattern by which it is always indicated by change as an identification information picture displayed by performing such production. The effect of making the zeal over a game person's game increase is done so by urging carrying out passage or the ON sphere of the pachinko ball to a position to a game person, emphasizing that an identification information picture stops according to a game person's own game force further, and displaying.

[0098] The combination of the pattern which indicated by halt is "7". - "7" - When in agreement with predetermined combination (a great success pattern is called henceforth), such as "7", it shifts to a game state advantageous to a game person, i.e., a great success state. When not in agreement with the great success pattern which the combination of the pattern which indicated by halt mentioned above on the other hand, the usual game is performed succeedingly.

[0099] Usually, in the case where a game is continued, as shown in drawing 10 , three patterns by which it was indicated by halt in the last distance scroll caudad, and disappear out of a screen. Moreover, while three patterns by which it is indicated by change scroll from the upper part of display 32 simultaneously with it, it is displayed on display 32.

[0100] Since it becomes what "the identification information picture by which it is newly indicated by change always is displayed for after [which the identification information picture by which it is always / aforementioned / indicated by change stopped] stopping at the time" by performing such production Ignited by the pachinko ball which the game person itself discharged having carried out passage or the ON sphere of the position The game machine which offers the new game gestalt that a halt indication of the identification information picture by which it is always indicated by change is given and of so to speak stopping an identification information picture by a game person's own force in relation to direct game operation of a game person In (namely, the pachinko game machine which has the technical intervention nature which a game person can make indicate the identification information picture by halt with one's intention) Even when the identification information picture always changed repeats a halt and change continuously and is performing them While being able to offer the display mode which it becomes possible to display in emphasis the sequence of change of being indicated by halt at the last, and a halt from the state by which it was indicated by change in the beginning, and is fresh It becomes possible to continue giving a game person the feeling of stopping an identification information picture by a game person's own force in relation to direct game operation of a game person mentioned above.

[0101] Moreover, it can be made easy to recognize that could distinguish the identification information picture by which it is indicated by halt with the

identification information picture by which it is always indicated by change, and the game person indicated the identification information picture by halt with his intention since an identification information picture seemed to change from the start even when there is a hold sphere.

[0102] Moreover, in addition to this, various production is performed. For example, when predetermined cannot carry out the time ON sphere of the pachinko ball to the starting mouth 44, as shown in drawing 11 , production of which a character burns "someone – and which utters voice to a game person for it to stop and for –" etc. carry out the ON sphere of the pachinko ball to the starting mouth 44 early is also performed.

[0103] Even when the identification information picture by which it is always indicated by change by performing such production covers a long time and is not stopped, can avoid always continuing not performing a change display in monotone, minus thinking called weariness and abandonment of a game person is made to wipe away, and it becomes possible to make the volition to a game person's game continue.

[0104] Furthermore, it is shown that the probability that the pattern by which production with which the fluctuation velocity of the pattern which indicates by change differs from the usual speed again may be performed, and it is indicated by halt the more in this case the more fluctuation velocity is slow is in agreement with a great success pattern is high. In addition, with this operation form, a change indication of the fluctuation velocity is given at order with a quick speed by the three-stage of "it is usually speed" "low speed", and "minimum speed" **. Moreover, the positions where each of three patterns by which it is indicated by change is displayed based on fluctuation velocity differ, and the more fluctuation velocity is slow, the more a change display is performed in a low position. Furthermore, when the fluctuation velocity of the pattern by which it is indicated by change is slower than "it is usually speed" again, production which indicates by halt in time shorter than the case of "being usually speed" is performed. In addition, the speed displayed that a pattern moves below is fixed.

[0105] Since it becomes what "the aforementioned identification information picture is indicated for by halt in the mode according to the fluctuation velocity of two or more aforementioned identification information pictures by which it is always indicated by change" by performing such production Change can be given to the mode of a halt display of an identification information picture, and while providing a game person with the real feeling of stopping the identification information picture by carrying out passage or the ON sphere of the position for the pachinko ball which the game person discharged, a fresh display mode can be offered.

[0106] Furthermore, it is shown that the probability that the pattern by which production by which a halt indication of at least one of the patterns mentioned above is given from the beginning may also be performed again, and it is indicated by halt in this case is in agreement with a great success pattern is high. In addition,

although a change indication of the fluctuation velocity was given by the three-stage as mentioned above, in this case, "a halt" is added to it and it is set as four stages in all.

[0107] It becomes possible to perform a game, having a hope for a great success game, even when a game situation can be grasped easily and reach has not started by the beginners' class person, either, since it becomes what "great success reliability is reported for according to the number of the identification information pictures by which it is always [aforementioned] indicated by change" by performing such production. Moreover, since a game situation can be grasped easily, it becomes easy to attach judgment in which pachinko game machine a game is performed according to the reliability of the great success for those who are going to stop the game for or or those who is doing selection who it becomes easy to attach judgment whether a game is succeedingly performed in the pachinko game machine of self, and performs a game with which pachinko game machine. Especially, when the reliability of great success is high, performing a game to those who are going to stop the game succeedingly will be urged, and it will be urged that a game is performed to those who have chosen which pachinko game machine performs a game.

[0108] The block diagram showing the circuit of the voice-control equipment 220 which carried out [composition of voice-control equipment of pachinko game machine] **** is shown in 12.

[0109] The interface circuitry 222 is connected to the input/output bus 224, and the voice output instruction emitted from the main-control circuit 60 mentioned above is supplied to an input/output bus 224 through an interface circuitry 222. The input/output bus 224 is made as [input / output and / a data signal or an address signal / by CPU226].

[0110] ROM228 and RAM230 are connected to the input/output bus 224 mentioned above. ROM228 memorizes the voice-control program for generating the sound signal supplied to a loudspeaker 46 based on the voice generating instruction emitted from the main-control circuit 60. On the other hand, RAM230 memorizes the value of the flag used by the program mentioned above, or a variable.

[0111] Furthermore, the voice data processor (ADP is called hereafter) 232 is also connected to the input/output bus 224. This ADP232 is the processor which can perform various processings for generating voice from a loudspeaker 46.

[0112] ROM236 for voice data and ** which memorize each voice data which makes it generate according to a game situation are connected at ADP232 mentioned above. Furthermore, the drive circuit 238 which utters the sound signal which passes through a loudspeaker 46 is also connected to ADP232.

[0113] Moreover, ROM236 for voice data memorizes various voice data, such as audio data which usually always serve as voice production in a change period, audio data used as the voice production in a winning-a-prize change period, and voice data used as the voice production at the time of great success, as mentioned above.

[0114] As [example of audio generating] **** was carried out, a game is advanced

by reading voice data from ROM236 for voice data suitably, and performing voice production. About the example of the voice production generated in this game, it is as follows.

[0115] For example, when the game advanced, BGM is generated when a pachinko ball carries out an ON sphere to the starting mouth 44 and shifts to a winning-a-prize state, a hold sphere is lost and it usually always returns to change, without usually always generating BGM especially at the time of change, production of terminating BGM is performed.

[0116] Moreover, when BGM for the time of change was usually always generated usually always at the time of change, it switches to BGM for winning-a-prize change periods, and a hold sphere is lost, when a pachinko ball carries out an ON sphere to the starting mouth 44 and shifts to a winning-a-prize state, and it usually always returns to change, production of again usually always switching to BGM for the time of change is performed.

[0117] By performing such production, the game person can usually distinguish easily that the pachinko game machine of self is during a winning-a-prize change period, or whether it is always during a change period.

[0118] Moreover, in addition to this, various production is performed. For example, production which makes BGM in a winning-a-prize change period more comfortable [for a game person] usually always than BGM in a change period is also performed.

[0119] By performing such production, it asks for the comfort of BGM, it forces so that a game person becomes carrying out the ON sphere of the pachinko ball to a starting mouth positively, and it becomes possible to make the volition to a game person's game continue.

[0120] Furthermore, production which combines with the production whose character burns "someone - as it is shown in drawing 11 , when predetermined cannot carry out the time ON sphere of the pachinko ball to the starting mouth 44 again, and which utters voice to a game person for it to stop and carry out the ON sphere of -" etc. and the pachinko balls to the starting mouth 44 early, and changes BGM is also performed.

[0121] Even when a long time is covered and a change period usually always continues by performing such production, a change display is always performed in monotone, can prevent monotonous voice production from continuing, minus thinking called weariness and abandonment of a game person is made to wipe away, and it becomes possible to make the volition to a game person's game continue.

[0122] Furthermore, when production with which the fluctuation velocity of the pattern which indicates by change differs from the usual speed again is performed, production which combines with this and changes BGM is also performed.

[0123] Change of the mode of a halt display of an identification information picture can be made to recognize from the both sides of a visual sense and an acoustic sense by performing such production, and fresh production can be offered while providing a game person with the real feeling of stopping the identification

information picture by carrying out passage or the ON sphere of the position for the pachinko ball which the game person discharged.
[0124] Furthermore, when production by which a halt indication of at least one of the patterns mentioned above is given from the beginning again is performed, production which combines with this and changes BGM is also performed.
[0125] It becomes possible to perform a game, having a hope for a great success game, even when a game situation can be grasped easily and reach has not started by the beginners' class person, either, since it becomes what "great success reliability is reported for according to the number of the identification information pictures by which it is always [aforementioned] indicated by change" from the both sides of a visual sense and an acoustic sense by performing such production. Moreover, since a game situation can be grasped easily, it becomes easy to attach judgment in which pachinko game machine a game is performed according to the reliability of the great success for those who are going to stop the game for or or those who is doing selection who it becomes easy to attach judgment whether a game is succeedingly performed in the pachinko game machine of self, and performs a game with which pachinko game machine. Especially, when the reliability of great success is high, performing a game to those who are going to stop the game succeedingly will be urged, and it will be urged that a game is performed to those who have chosen which pachinko game machine performs a game.
[0126] The sub routine which controls the pachinko game machine 10 performed in the main-control circuit 60 which carried out [operation of pachinko game machine] **** is shown in drawing 16 from drawing 13 . In addition, the sub routine shown in drawing 13 and drawing 14 is called and performed from the main program of the pachinko game machine 10 currently performed beforehand to predetermined timing.
[0127] The pachinko game machine 10 is started beforehand below, and the variable used in CPU66 mentioned above shall be initialized by the predetermined value, and shall carry out regular operation.
[0128] First, by the pachinko ball detection routine, as shown in drawing 13, it judges whether the pachinko ball went into the winning-a-prize mouth (Step S11). This winning-a-prize mouth is the general winning-a-prize mouth 50, 54a-54d, and the special winning-a-prize mouths 56a-56d in the example shown in drawing 2 mentioned above, for example. In Step S11, when it distinguishes that the pachinko ball went into the winning-a-prize mouth, processing which pays out a number of pachinko balls beforehand defined according to the kind of winning-a-prize mouth is performed (Step S12).
[0129] Next, it judges whether the pachinko ball went into the starting mouth (Step S13). This starting is the starting mouth 44 in the example shown in drawing 2 mentioned above, for example. In this step S13, when it distinguishes that the pachinko ball went into the starting mouth, internal lottery processing is performed (Step S14).
[0130] CPU66 makes the random-number-generation section 65 generate a random

number in the internal lottery processing mentioned above. The generated random number is recorded on RAM70 as internal lottery data in which a lottery result is shown, as shown in drawing 4 . In addition, as mentioned above, when the internal lottery data in which six lottery results are shown are recorded on RAM70, it is not recorded even if a lottery is performed.

[0131] In addition, in the pachinko game machine 10 in this operation form, CPU66 makes a power up generate a random number by the random-number-generation section 65, and records internal lottery data on it in the position of the sign A0 of RAM70 based on the random number. By this, a change display will be performed so that it may mention later. That is, when the game result based on internal lottery data is already determined before a pachinko ball carries out an ON sphere to the starting mouth 44, and a pachinko ball carries out an ON sphere to the starting mouth 44 by operation of a game person, in the internal lottery processing which it is indicated by halt and performed after an ON sphere, the game result in the game performed in the following distance is determined.

[0132] Moreover, when internal lottery data are made to record on the position of the sign A2 of RAM70 - A5 based on the processing, hold lamps [34a-34d] each is made to turn on in processing of this step S57, as mentioned above, although CPU66 performs internal lottery processing when the ON sphere of the pachinko ball is carried out to the starting mouth 44 by operation of a game person. Specifically, when internal lottery data were recorded on the signs A0-A2 of RAM70 and it distinguishes, CPU66 When only hold lamp 34a was made to turn on, internal lottery data were recorded on the signs A0-A3 of RAM70 and it distinguishes When two of the hold lamps 34a and 34b were made to turn on, internal lottery data were recorded on the signs A0-A4 of RAM70 and it distinguishes When the hold lamps 34a-34c were made to turn on, and internal lottery data were recorded on the sign A0 of RAM70 - A5 and it distinguishes, the hold lamps 34a-34d are made to turn on. When it is stocked by this that the pachinko ball carried out the ON sphere to the starting mouth 44, hold lamps [34a-34d] each will light up.

[0133] Furthermore, it judges whether the pachinko ball passed the sphere passage detector (Step S15). This sphere passage detector is the sphere passage detectors 55a and 55b in the example shown in drawing 2 mentioned above, for example. In this step S15, when a sphere passage detector is distinguished as the pachinko ball passed, as mentioned above, processing which usually indicates the pattern by change in display 52 is performed (Step S16).

[0134] In addition, as mentioned above, when are indicated by change and it becomes [at which the pattern usually stopped] a predetermined pattern, a pachinko ball tends to go into the starting mouth 44, and it is made to become it, as the movable pieces 58a and 58b are driven and it will be in an open state about the starting mouth 44.

[0135] [Image display and voice production processing] On the other hand, by image display and the voice production routine, as shown in drawing 14 , it judges whether

the 2nd internal lottery data, i.e., the data currently recorded on the position of a sign A1 shown in drawing 4 , is "FFFFFFFF(s)" (Step S21). In addition, it will distinguish, if the 2nd internal lottery data is recorded when the data currently recorded on the position of a sign A1 are not "FFFFFFFF", and when the data currently recorded on the position of a sign A1 are "FFFFFFFF", if the 2nd internal lottery data is recorded, it will distinguish. When the 2nd internal lottery data is not recorded, processing is moved to Step S22, and when the 2nd internal lottery data is recorded, processing is moved to Step S23. In addition, since internal lottery data are always recorded on the position of the sign A0 of RAM70 as mentioned above, the ON sphere of the pachinko ball is carried out to the starting mouth 44, by performing internal lottery processing, by recording internal lottery data on the position of a sign A1, processing is moved and the halt display and voice production which mention later are performed to Step S23.

[0136] Subsequently, in processing of Step S22, change display and voice production processing are performed. In this processing, as mentioned above, CPU66 indicates each of three patterns by change, is combined, and displays a character. Furthermore, the voice production corresponding to image display is also made. About the means of voice production, it mentions later. In addition, production by which a halt indication of at least one of the patterns is given from the beginning, and production in which scroll and the pattern which is newly displayed, and by which it is indicated by change is made to appear while making the pattern by which it was indicated by halt scroll, after being indicated by halt are also performed, and the voice production corresponding to image display is also made. Immediately after this processing is completed, this sub routine is terminated.

[0137] Moreover, in processing of Step S23, halt display and voice production processing are performed. In this processing, as mentioned above, CPU66 indicates each of three patterns by which it is indicated by change by halt, is combined, and displays a character. Furthermore, the voice production corresponding to image display is also made. About the means of voice production, it mentions later. Immediately after this processing is completed, this sub routine is terminated.

[0138] In Step S22 mentioned above, the sub routine shown in drawing 15 is called.

[0139] First, record processing of fluctuation velocity data is performed (Step S31). As internal lottery data are shown in drawing 4 , it is recorded on RAM70, and CPU66 computes the fluctuation velocity data of a pattern based on the internal lottery data, and records them on RAM70. After terminating this processing, processing is moved to Step S32.

[0140] In addition, this fluctuation velocity data is set as the value which shows "it is usually speed", a "low speed", the "minimum speed" or, and "a halt" in each of three patterns, as mentioned above. Moreover, fluctuation velocity data are made to set it as the value which shows "a halt" in the case where there is at least one pattern by which it is indicated by halt from the beginning, as mentioned above.

[0141] Subsequently, the display position of a pattern is determined (Step S32). In

this processing, CPU66 computes the fluctuation velocity data computed and recorded at Step S31, the display-position data in which the position which displays each of three patterns based on the internal lottery data recorded at Step S14 is shown, and the data in which the kind of the pattern is shown that three patterns should be displayed, and records them on RAM70. After terminating this processing, processing is moved to Step S33.

[0142] In addition, the display-position data of three patterns in lengthwise [of display 32] are equivalent to the position of the axis of rotation in three boards describing each of three patterns mentioned above. On the other hand, the display-position data of three patterns in the longitudinal direction of display 32 are always determined uniformly. For this reason, each of three patterns will be displayed to move linearly toward lengthwise [of display 32], without image data's being reproduced by processing of Step S40 mentioned later, and rocking in the longitudinal direction of display 32.

[0143] Moreover, after being indicated by halt, the display position of the pattern which scrolls and disappears out of the screen of display 32, and display positions which scroll from the outside of the screen of display 32, and appear while being indicated by change, such as a pattern, are also determined. Furthermore, when the display-position data in lengthwise [of display 32] have fluctuation velocity data later than "it is usually speed", display-position data are computed again that it should indicate by change in a lower part from "it is usually speed." A pattern is made displayed that it makes it move to lengthwise [of display 32] in the case where it is made to display that it scrolled and appears from the outside of the screen of display 32 by this while indicating the pattern by change, as by computing display-position data one by one so that a pattern may be moved to lengthwise [of display 32] shows CPU66 to drawing 9 . Then, as shown in drawing 7 , the pattern is indicated by change by the display position determined based on fluctuation velocity data. Moreover, in the case where it is displayed that the pattern by which it was indicated by halt scrolls and disappears out of the screen of display 32, as shown in drawing 9 , CPU66 computes display-position data one by one so that a pattern may be moved to lengthwise [of display 32].

[0144] Subsequently, record processing of the change display image data of a pattern is performed (Step S33). In this processing, CPU66 supplies a pattern display instruction to a display controller 200 through an input/output bus 64 and the interface-circuitry group 72. In addition, the data in which the display position of a pattern is shown, fluctuation velocity data, internal lottery data, etc. are contained in this instruction.

[0145] In a display controller 200, through the interface-circuitry group 202 and an input/output bus 204, a pattern display instruction is received, and CPU206 records each data on RAM210, combines it, and supplies a pattern display instruction to VDP212. VDP212 which received the pattern display instruction reads desired pattern image data from ROM216 for image data based on those data, and records it

on Video RAM 214 while it reads each data from RAM208.
[0146] In addition, VDP212 determines the pattern image data which reads a pattern from ROM216 for image data based on the fluctuation velocity data recorded on RAM208 that it should indicate by change by desired fluctuation velocity, and reads the pattern image data. Moreover, in the case where the pattern by which it is indicated by halt from the beginning is displayed, since fluctuation velocity data are set as the value which shows "a halt", VDP212 indicates the pattern by halt based on the fluctuation velocity data. After terminating this processing, processing is moved to Step S34.
[0147] Subsequently, at Step S34, it judges whether a timer is beyond a predetermined value. CPU66 moves processing to Step S37, when it distinguishes that the timer which moves processing to Step S35 and is built in it is under a predetermined value when it distinguishes that the timer built in self is beyond a predetermined value. In addition, when it is after it moves processing to Step S35, and a timer counts up and passing in 300 seconds, i.e., 5 minutes, in being before passing in 300 seconds, i.e., 5 minutes, after the predetermined value is set up with 300 and a timer counts up in the pachinko game machine in this operation gestalt, processing will be moved to Step S37.
[0148] Subsequently, a character image display position is determined (Step S35). In this processing, CPU66 computes the display-position data in which the display position of a character picture is shown based on internal lottery data and the data in which the present game state is shown that a character picture should be displayed on display 32, and the data in which the kind of the image data is shown, and records those data on RAM70. After terminating this processing, processing is moved to Step S36.
[0149] Subsequently, record processing of character image data is performed (Step S36). In this processing, CPU66 supplies a character display instruction to a display controller 200 through an input/output bus 64 and the interface-circuitry group 72. In addition, the display-position data of a character picture, the data in which the kind of the image data is shown are contained in this instruction.
[0150] In a display controller 200, through the interface-circuitry group 202 and an input/output bus 204, a character display instruction is received, and CPU206 records each data on RAM210, combines it, and supplies a character display instruction to VDP212. VDP212 which received the character display instruction reads desired character image data from ROM216 for image data based on the data currently recorded on RAM210 that a character picture should be displayed, and records this image data on Video RAM 214. In addition, in processing of this step S36, as mentioned above, the production which has tried for the beam beam of light emitted from a character not to hit a pattern, but to continue giving a change indication of the pattern, and for a character to indicate the pattern by halt will be made. After terminating this processing, processing is moved to Step S40.
[0151] On the other hand, in processing of Step S37, the voice data of a purport

which indicates by halt is regenerated. In this processing, CPU66 reads the voice data recorded on ROM68, and supplies it to the interface-circuitry group 72 through an input/output bus 64. The interface-circuitry group 72 which received voice data changes the voice data into a predetermined signal, and supplies the predetermined signal to a loudspeaker 46 (46a-46d). Thereby, the loudspeaker 46 (46a-46d) which received the predetermined signal utters the voice of a purport which indicates by halt to a game person. After this processing is completed, processing is moved to Step S38.

[0152] Subsequently, a character image display position is determined (Step S38). In this processing, that it should display a character picture on display 32 as well as processing of Step S35, CPU66 computes the display-position data in which the display position of a character picture is shown based on internal lottery data and the data in which the present game state is shown, and the data in which the kind of the image data is shown, and records those data on RAM70. After terminating this processing, processing is moved to Step S39.

[0153] Subsequently, record processing of character image data is performed (Step S39). In this processing, CPU66 supplies a character display instruction to a display controller 200 through an input/output bus 64 and the interface-circuitry group 72 like processing of Step S36. In addition, the display-position data of a character picture, the data in which the kind of the image data is shown are contained in this instruction.

[0154] In a display controller 200, through the interface-circuitry group 202 and an input/output bus 204, a character display instruction is received, and CPU206 records each data on RAM210, combines it, and supplies a character display instruction to VDP212. VDP212 which received the character display instruction reads desired character image data from ROM216 for image data based on the data currently recorded on RAM210 that a character picture should be displayed, and records this image data on Video RAM 214. In addition, in processing of this step S39, the character image data which demands indicating the pattern by halt from a game person is recorded. After terminating this processing, processing is moved to Step S40.

[0155] Subsequently, the recorded image data is regenerated (Step S40). In this processing, VDP212 reads the image data recorded on Video RAM 214, supplies it to the drive circuit 218, and the drive circuit 218 which received image data changes image data into a predetermined signal, and it supplies it to display 32. Thereby, the display 32 which received the predetermined signal displays a picture.

[0156] Subsequently, the selection and generating processing of voice production according to image display are performed (Step 41). In this processing, CPU66 supplies a voice generating instruction to voice-control equipment 220 through an input/output bus 64 and the interface-circuitry group 72. In addition, each data about the picture which should correspond is also contained in this instruction.

[0157] With voice-control equipment 220, through the interface-circuitry group 222

and an input/output bus 224, a voice generating instruction is received, and CPU226 records each data on RAM230, combines it, and supplies a voice generating instruction to ADP232. ADP232 which received the voice generating instruction reads desired voice data from ROM236 for voice data based on those data, and supplies it to the drive circuit 238 while it reads each data from RAM228. The loudspeaker 46 which the drive circuit 238 which received voice data changed voice data into the predetermined signal, supplied it to the loudspeaker 46, and received the predetermined signal by this usually always generates the voice corresponding to the time of change. Immediately after this processing is completed, this sub routine is terminated.

[0158] By performing processing of Step S32 mentioned above, Step S33, and Step S40 Since it becomes what "the identification information picture by which it is newly indicated by change always is displayed for after [which the identification information picture by which it is always / aforementioned / indicated by change stopped] stopping at the time" Ignited by the pachinko ball which the game person itself discharged having carried out passage or the ON sphere of the position The game machine which offers the new game gestalt that a halt indication of the identification information picture by which it is always indicated by change is given and of so to speak stopping an identification information picture by a game person's own force in relation to direct game operation of a game person In (namely, the pachinko game machine which has the technical intervention nature which a game person can make indicate the identification information picture by halt with one's intention) Even when the identification information picture always changed repeats a halt and change continuously and is performing them While being able to offer the display mode which it becomes possible to display in emphasis the sequence of change of being indicated by halt at the last, and a halt from the state by which it was indicated by change in the beginning, and is fresh It becomes possible to continue giving a game person the feeling of stopping an identification information picture by a game person's own force in relation to direct game operation of a game person mentioned above.

[0159] Moreover, it can be made easy to recognize that could distinguish the identification information picture by which it is indicated by halt with the identification information picture by which it is always indicated by change, and the game person indicated the identification information picture by halt with his intention since an identification information picture seemed to change from the start even when there is a hold sphere.

[0160] In Step S23 mentioned above, the sub routine shown in drawing 16 is called.

[0161] First, the display position of a pattern is determined (Step S51). In this processing, CPU66 computes the fluctuation-velocity data computed and recorded at Step S31, the display-position data in which the position which displays each of three patterns based on the internal lottery data recorded at Step S14 is shown, and the data in which the kind of the pattern is shown like Step S32 that three patterns

should be displayed, and records them on RAM70. After terminating this processing, processing is moved to Step S52.

[0162] In addition, the display position in the longitudinal direction of display 32 is already determined. The display position in lengthwise [of display 32] is equivalent to the position of the axis of rotation in three boards describing each of three patterns mentioned above. Moreover, the display position in lengthwise [of display 32] determines a display position that a display position is determined, and it should display more nearly up than usual that it should display caudad rather than usual when fluctuation velocity data are earlier than usual, when fluctuation velocity data are later than usual.

[0163] Moreover, as CPU66 computes display-position data one by one so that the pattern by which it is indicated by change may be moved to lengthwise [of display 32], and it shows them after that to drawing 8 , a pattern is stopped at once by the display position which indicates by halt. After terminating this processing, processing is moved to Step S52.

[0164] Subsequently, record processing of the change display image data of a pattern is performed (Step S52). In this processing, CPU66 supplies a pattern display instruction to a display controller 200 through an input/output bus 64 and the interface-circuitry group 72. In addition, the data in which the display position of a pattern is shown, fluctuation velocity data, internal lottery data, etc. are contained in this instruction. In a display controller 200, through the interface-circuitry group 202 and an input/output bus 204, a pattern display instruction is received, and CPU206 records each data on RAM210, combines it, and supplies a pattern display instruction to VDP212. VDP212 which received the pattern display instruction reads desired pattern image data from ROM216 for image data based on each of that data, and records it on Video RAM 214 while it reads each data from RAM208. After terminating this processing, processing is moved to Step S53.

[0165] In addition, VDP212 reads pattern image data from ROM216 for image data at this step S52 based on the fluctuation velocity data recorded on RAM208 in the pattern by which it was indicated by change that the fluctuation velocity should be made late one by one, and should indicate by halt. Moreover, VDP212 is displayed, indicating the pattern by halt, when there is at least one pattern by which it is indicated by halt from the beginning.

[0166] Subsequently, a character image display position is determined (Step S53). In this processing, like Step S35, that a character picture should be displayed on display 32, CPU66 computes the display-position data in which the display position of a character picture is shown based on internal lottery data and the data in which the present game state is shown, and the data in which the kind of the image data is shown, and records those data on RAM70. After terminating this processing, processing is moved to Step S54.

[0167] Subsequently, record processing of character image data is performed (Step S54). In this processing, CPU66 supplies a character display instruction to a display

controller 200 through an input/output bus 64 and the interface-circuitry group 72 like Step S36. In addition, the display-position data of a character picture, the data in which the kind of the image data is shown are contained in this instruction.
[0168] In a display controller 200, through the interface-circuitry group 202 and an input/output bus 204, a character display instruction is received, and CPU206 records each data on RAM210, combines it, and supplies a character display instruction to VDP212. VDP212 which received the character display instruction reads desired character image data from ROM216 for image data based on the data currently recorded on RAM210 that a character picture should be displayed, and records this image data on Video RAM 214. In addition, in processing of this step S54, as mentioned above, a character will emit a beam beam of light, the beam beam of light will be made to hit each of three patterns one by one, and the production which indicates each of three patterns by halt will be made. After terminating this processing, processing is moved to Step S55.
[0169] Subsequently, the recorded image data is regenerated (Step S55). In this processing, VDP212 reads the image data recorded on Video RAM 214, supplies it to the drive circuit 218, and the drive circuit 218 which received image data changes image data into a predetermined signal, and it supplies it to display 32. Thereby, the display 32 which received the predetermined signal displays a picture. After terminating this processing, processing is moved to Step S59.
[0170] Subsequently, the selection and generating processing of voice production according to image display are performed (Step 59). In this processing, CPU66 supplies a voice generating instruction to voice-control equipment 220 through an input/output bus 64 and the interface-circuitry group 72. In addition, each data about the picture which should correspond is also contained in this instruction.
[0171] With voice-control equipment 220, through the interface-circuitry group 222 and an input/output bus 224, a voice generating instruction is received, and CPU226 records each data on RAM230, combines it, and supplies a voice generating instruction to ADP232. ADP232 which received the voice generating instruction reads desired voice data from ROM236 for voice data based on those data, and supplies it to the drive circuit 238 while it reads each data from RAM228. The loudspeaker 46 which the drive circuit 238 which received voice data changed voice data into the predetermined signal, supplied it to the loudspeaker 46, and received the predetermined signal by this generates the voice corresponding to the time of winning-a-prize change. After terminating this processing, processing is moved to Step S56.
[0172] Subsequently, timer reset is performed (Step S56). In this processing, CPU66 resets the timer built in self. The value of the timer by which the monitor was carried out at Step S34 is set as "0" by this, and count-up of a timer is made to start again. After terminating this processing, processing is moved to Step S57.
[0173] Subsequently, re-record processing of internal lottery data is performed (Step S57). In this processing, CPU66 sets to "FFFFFFFF" the internal lottery data

currently recorded on the position of the sign A0 of RAM70, as shown in drawing 4 . And when the internal lottery data currently recorded on the position of a sign A1 are "FFFFFFFF", after terminating this processing, processing is moved to Step S58. On the other hand, when the internal lottery data currently recorded on the position of a sign A1 are not "FFFFFFFF", the value is recorded on the position of a sign A0. Then, it carries out to the position of a sign A2, a sign A3, and a sign A4 as well as the method recorded in the position of a sign A0 and a sign A1. And like before, when the internal lottery data currently recorded on the position of sign A5 are "FFFFFFFF", after terminating this processing, finally processing is moved to Step S58. On the other hand, when the internal lottery data currently recorded on the position of sign A5 are not "FFFFFFFF", the value is recorded on the position of a sign A4, is combined, and "FFFFFFFF" is recorded on the position of sign A5. And after terminating this processing, processing is moved to Step S58.

[0174] Subsequently, at Step S58, it judges whether the pattern was indicated by halt. CPU66 moves processing to Step S51 again, when it distinguishes that it is the middle of indicating the pattern by halt, as mentioned above, and when a pattern is distinguished as having indicated by halt completely, immediately after terminating this processing, it terminates this sub routine.

[0175] By processing Step S53 to Step S40 and the step S56 from Step S35 mentioned above A character by displaying the situation of indicating by halt the pattern by which it is always indicated by change as an identification information picture The effect of making the zeal over a game person's game increase is done so by urging carrying out passage or the ON sphere of the pachinko ball to a position to a game person, emphasizing that an identification information picture stops according to a game person's own game force further, and displaying.

[0176] By performing processing of Step S33, Step S40, Step S51, Step S52, and Step S57 from Step S31 mentioned above It becomes possible to perform a game, having a hope for a great success game, even when a game situation can be grasped easily and reach has not started by the beginners' class person, either, since it becomes what "great success reliability is reported for according to the number of the identification information pictures by which it is always [aforementioned] indicated by change." Moreover, since a game situation can be grasped easily, it becomes easy to attach judgment in which pachinko game machine a game is performed according to the reliability of the great success for those who are going to stop the game for or or those who is doing selection who it becomes easy to attach judgment whether a game is succeedingly performed in the pachinko game machine of self, and performs a game with which pachinko game machine. Especially, when the reliability of great success is high, performing a game to those who are going to stop the game succeedingly will be urged, and it will be urged that a game is performed to those who have chosen which pachinko game machine performs a game.

[0177] By performing processing of Step S33, Step S40, Step S51, Step S52, and

Step S57 from Step S31 mentioned above Since it becomes what "the aforementioned identification information picture is indicated for by halt in the mode according to the fluctuation velocity of two or more aforementioned identification information pictures by which it is always indicated by change" Change can be given to the mode of a halt display of an identification information picture, and while providing a game person with the real feeling of stopping the identification information picture by carrying out passage or the ON sphere of the position for the pachinko ball which the game person discharged, a fresh display mode can be offered.

[0178] Since it becomes what "different voice production is the aforementioned winning-a-prize change period and always [aforementioned / usual] performed for in a change period" by performing processing of Step S41 mentioned above and Step S59, it becomes [whether it is a thing in which period, and] possible to make a game person recognize easily of the change mode of the discernment display image of the pachinko game machine in a game. Furthermore, it becomes possible by always making comfortable BGM in case a hold sphere exists for a game person compared with the time of change for a game person to want to win a prize positively, and to make it make it become.

[0179] In the operation gestalt mentioned above, although considered as the composition which consists only of a pachinko game machine 10, as shown in drawing 17 , it is good also as considering as the server 80 and composition which the pachinko game machine 10 is connected to a server 80, and can transmit and receive predetermined information. Specifically, a server 80 may generate the **** image data mentioned above, and may supply the image data to the pachinko game machine 10 which is a terminal unit, and the pachinko game machine 10 which received image data may display [server] a picture based on the image data. Of course, based on the image display signal supplied from a server 80, the pachinko game machine 10 may choose image data, and may display a picture.

[0180] That is, a server 80 controls the pachinko game machine 10, and has the following functions.

[0181] (A) "after [when a halt indication of the identification information picture by which it is always / aforementioned / indicated by change was given] the time or a halt indication is given, the identification information picture by which it is newly indicated by change always is displayed" -- the function controlled like

[0182] (B) "before a pachinko ball carries out passage or the ON sphere of the position, the production whose character performs operation which is going to indicate by halt the identification information picture by which it is indicated [aforementioned] by change in the aforementioned display from from is displayed" -- the function controlled like

[0183] (C) The function controlled like "to report great success reliability according to the number of the identification information pictures by which it is always [aforementioned] indicated by change."

[0184] (D) the "aforementioned identification information picture is indicated by halt in" the mode according to the fluctuation velocity of two or more aforementioned identification information pictures by which it is always indicated by change — the function controlled like

[0185] Moreover, a server 80 may generate the **** voice data mentioned above, the voice data may be supplied to the pachinko game machine 10 which is a terminal unit, and the pachinko game machine 10 which received voice data may display a picture based on the image data. Of course, based on the voice generating signal supplied from a server 80, the pachinko game machine 10 may choose voice data, and may generate voice.

[0186] That is, a server 80 controls the pachinko game machine 10, and has the function "to make different voice production the aforementioned winning-a-prize change period and always [aforementioned / usual] perform in a change period."

[0187] Thus, the same operation and same effect as the thing in the pachinko game machine 10 mentioned above also as composition whose server 80 controls the pachinko game machine 10 can be acquired.

[0188] Furthermore, as a terminal unit connected to the server 80, even if it uses a personal computer, a cellular phone, etc., the server 80 can acquire the same operation and the same effect satisfactory again by transmitting the image data for making it display, the data in which the image data is shown, voice data, etc. to a terminal unit.

[0189] Moreover, in the operation form mentioned above, a halt indication of the identification information picture by which it was indicated by change is given in a position other than the position by which it was indicated by change, and while displaying that the identification information picture by which it was indicated by halt scrolls and disappears out of a screen "What is necessary is just to display the identification information picture by which it is newly indicated by change always by the option, after [in which the identification information picture by which it is always / aforementioned / indicated by change indicated by halt] giving the time or a halt indication, although it made it display that a new identification information picture scrolled and appeared from the outside of a screen."

[0190] For example, although indicated by halt in position where the position by which it was indicated by change is another, the identification information picture by which it was indicated by change Even if indicated by halt in the position by which it was indicated by change, specifically satisfactory While displaying that it is indicated by halt, and the identification information picture by which it was indicated by halt scrolls and disappears out of a screen in the position as the position by which it was indicated by change where the identification information picture by which it was indicated by change is the same You may perform production with which a new identification information picture is displayed to scroll and appear from the outside of a screen.

[0191] While the new identification information picture by which it is indicated by

change scrolls, even if it does not appear from the outside of a screen, moreover, specifically satisfactory As shown in drawing 18 , the identification information picture by which it was indicated by change moves to the position by which it was indicated by change, and a different position, and in the case where it is indicated by halt When the identification information picture by which it was indicated by change moves to the position by which it was indicated by change, and a different position, you may perform production displayed that a new identification information picture appears from behind the identification information picture by which it was indicated by change.

[0192] Of course, when the identification information picture by which a change display or a halt indication was given moves, it is good not to be what moves linearly, and what moves aslant may move, rocking.

[0193] Furthermore, corresponding to each above-mentioned example, you may perform various voice production.

[0194]

[Effect of the Invention] "According to this invention It even makes into a winning-a-prize change period to give a halt indication of the identification information picture by which it is always [aforementioned] indicated by change after shifting to the aforementioned winning-a-prize state. When an identification information picture usually always makes a change period the always changed period, without shifting to the aforementioned winning-a-prize state While producing possibility of becoming easy to distinguish each change mode to a game person, by what different voice production is the aforementioned winning-a-prize change period and always [aforementioned / usual] performed for in a change period" It becomes possible to offer the pachinko game machine which becomes easy to obtain the feelings that the game person itself stopped change of a pattern.

[Translation done.]

* NOTICES *

Japan Patent Office is not responsible for any damages caused by the use of this translation.

1.This document has been translated by computer. So the translation may not reflect the original precisely.

2.**** shows the word which can not be translated.

3.In the drawings, any words are not translated.

DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]
[Drawing 1] It is the front view showing a general view of the pachinko game machine by this invention.
[Drawing 2] It is the expansion front view of the game face of a board of the pachinko game machine by this invention.
[Drawing 3] It is the block diagram showing the main-control circuit of the pachinko game machine which is the example of this invention.
[Drawing 4] It is the schematic diagram showing the record method of the lottery result of the pachinko game machine by this invention.
[Drawing 5] It is the block diagram showing the display controller of the pachinko game machine which is the example of this invention.
[Drawing 6] It is the schematic diagram showing the concept of arrangement of the image data in the Video RAM of a display controller.
[Drawing 7] It is the schematic diagram showing the screen display of the pachinko game machine by this invention.
[Drawing 8] It is the schematic diagram showing the screen display of the pachinko game machine by this invention.
[Drawing 9] It is the schematic diagram showing the screen display of the pachinko game machine by this invention.
[Drawing 10] It is the schematic diagram showing the screen display of the pachinko game machine by this invention.
[Drawing 11] It is the schematic diagram showing the screen display of the pachinko game machine by this invention.
[Drawing 12] It is the block diagram showing the voice-control equipment of the pachinko game machine which is the example of this invention.
[Drawing 13] It is drawing showing the flow chart of the control processing performed in a pachinko game machine.
[Drawing 14] It is drawing showing the flow chart of the control processing performed in a pachinko game machine.
[Drawing 15] It is drawing showing the flow chart of the control processing performed in a pachinko game machine.
[Drawing 16] It is drawing showing the flow chart of the control processing performed in a pachinko game machine.
[Drawing 17] It is drawing showing the outline at the time of considering as the composition to which the server and the pachinko game machine were connected through the network.
[Drawing 18] It is the schematic diagram showing the screen display of the pachinko game machine by this invention.
[Description of Notations]
10 Pachinko Game Machine
26 Discharge Handle
32 Display

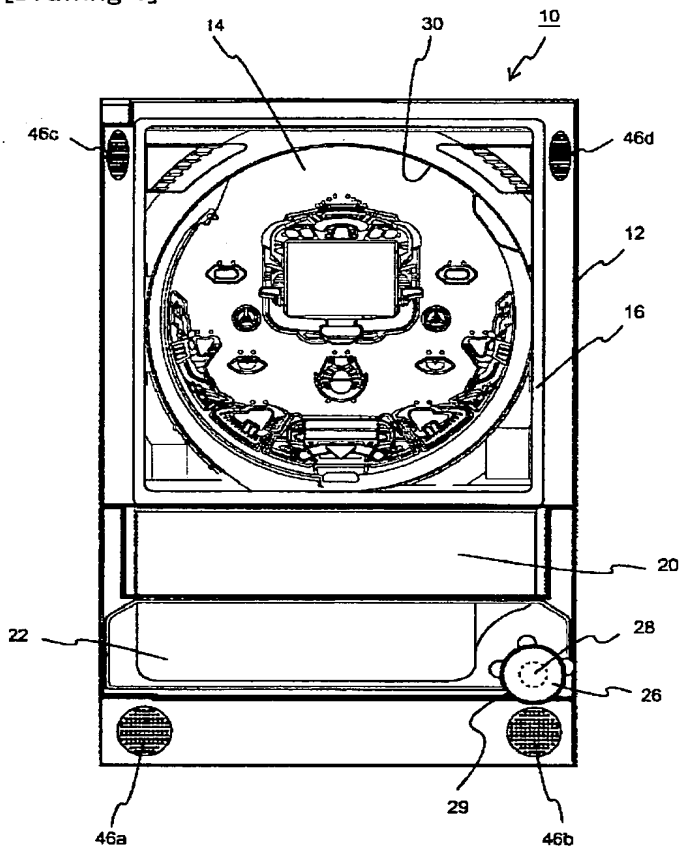
42 Sphere Detection Sensor
44 Starting Mouth
46 Loudspeaker
60 Main-Control Circuit
62 72,202,222 Interface-circuitry group
64,204,224 Input/output bus
65 Random-Number-Generation Section
66,206,226 CPU
68,208,228 ROM
70,210,230 RAM
80 Server
200 Display Controller
212 VDP
214 Video RAM
216 ROM for Image Data
220 Voice-Control Equipment
232 ADP
236 ROM for Voice Data

[Translation done.]

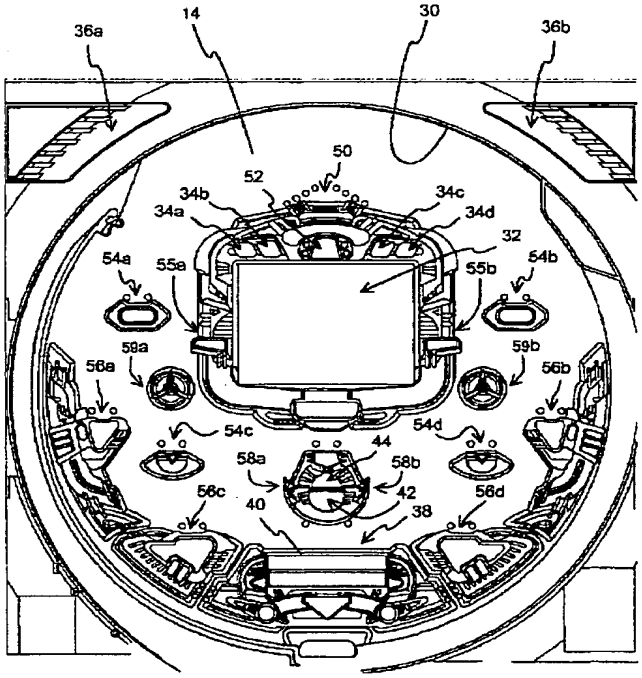
* NOTICES *

DRAWINGS

[Drawing 1]



[Drawing 2]



[Drawing 4]

(A)

A0	12345678	現在の行程の抽選結果データ
A1	FFFFFFFF	次の行程の抽選結果データ
A2	FFFFFFFF	
A3	FFFFFFFF	
A4	FFFFFFFF	
A5	FFFFFFFF	

(B)

A0	12345678	現在の抽選結果
A1	23456789	次の行程の抽選結果データ
A2	FFFFFFFF	貯留1
A3	FFFFFFFF	
A4	FFFFFFFF	
A5	FFFFFFFF	

(C)

A0	12345678	現在の抽選結果
A1	23456789	次の行程の抽選結果データ
A2	34567890	貯留1
A3	45678901	貯留2
A4	56789012	貯留3
A5	67890123	貯留4

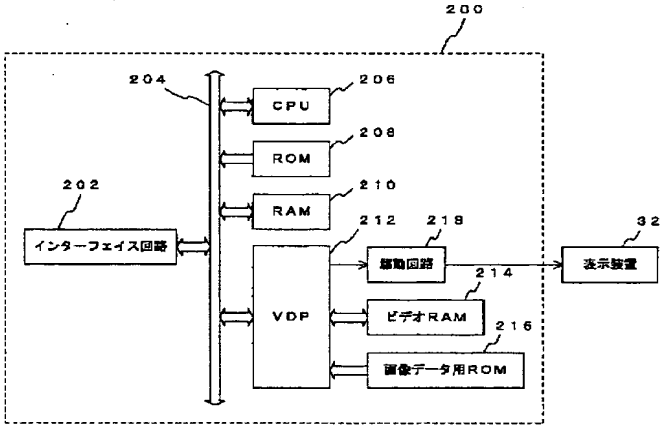
(D)

A0	FFFFFFFF	現在の抽選結果
A1	23456789	次の行程の抽選結果データ
A2	FFFFFFFF	
A3	FFFFFFFF	
A4	FFFFFFFF	
A5	FFFFFFFF	

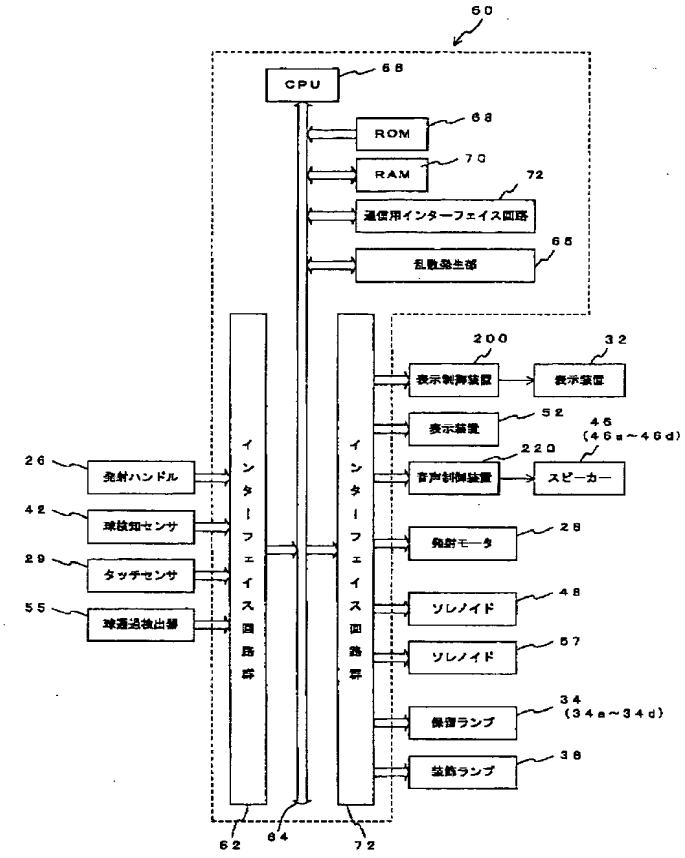
(E)

A0	23456789	現在の抽選結果
A1	FFFFFFFF	
A2	FFFFFFFF	
A3	FFFFFFFF	
A4	FFFFFFFF	
A5	FFFFFFFF	

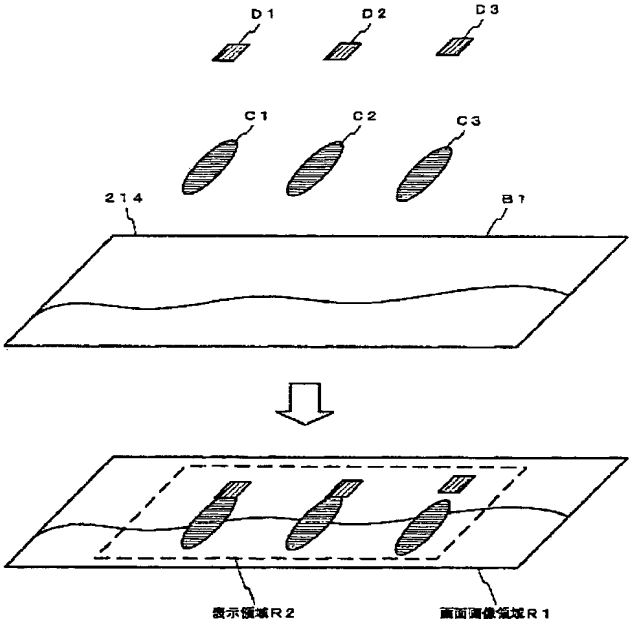
[Drawing 5]



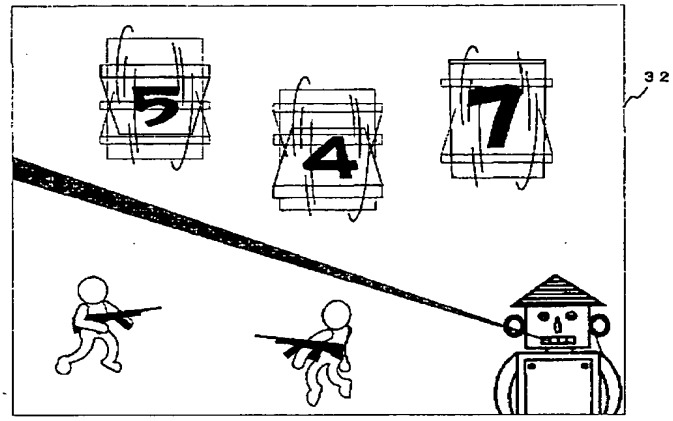
[Drawing 3]



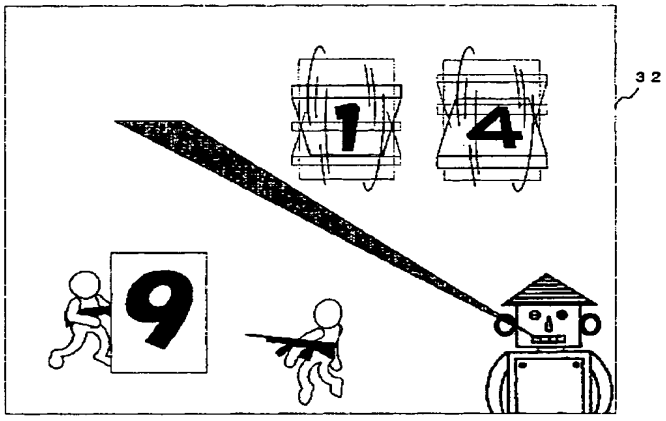
[Drawing 6]



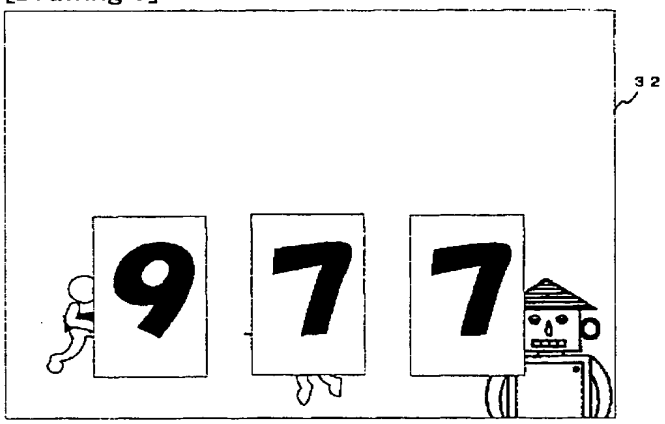
[Drawing 7]



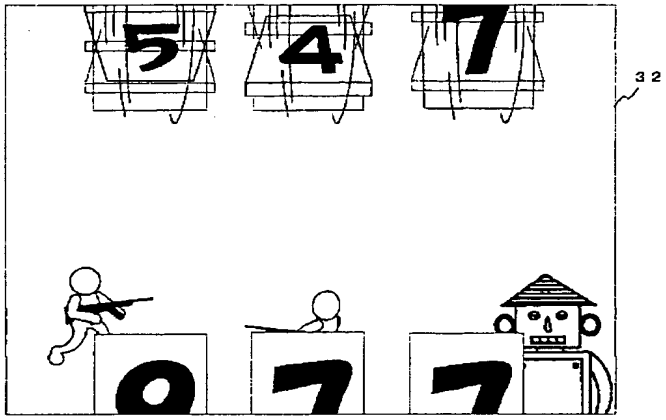
[Drawing 8]



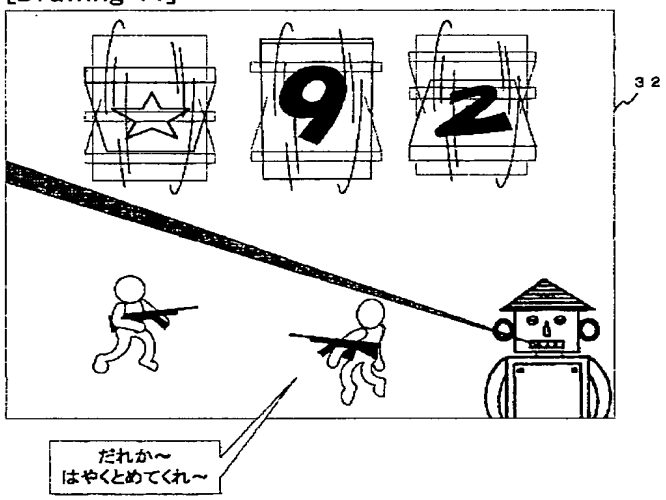
[Drawing 9]



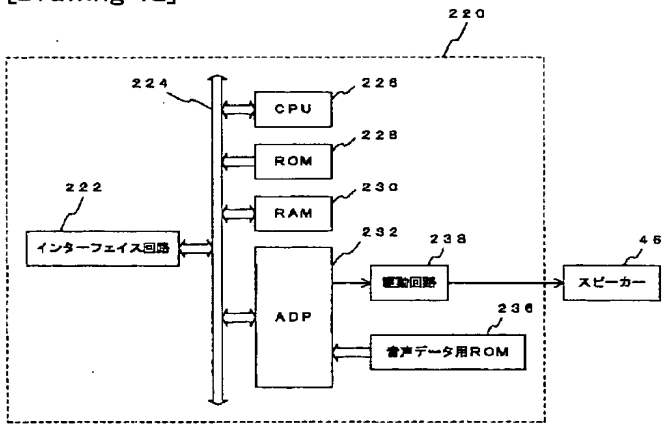
[Drawing 10]



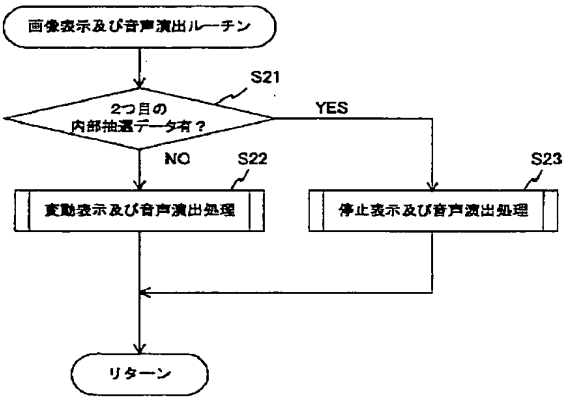
[Drawing 11]



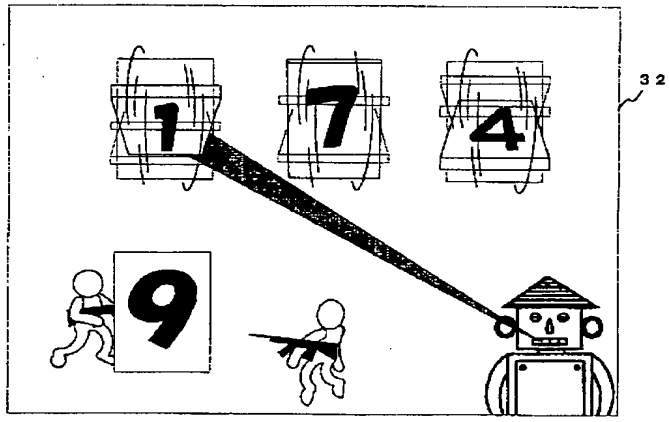
[Drawing 12]



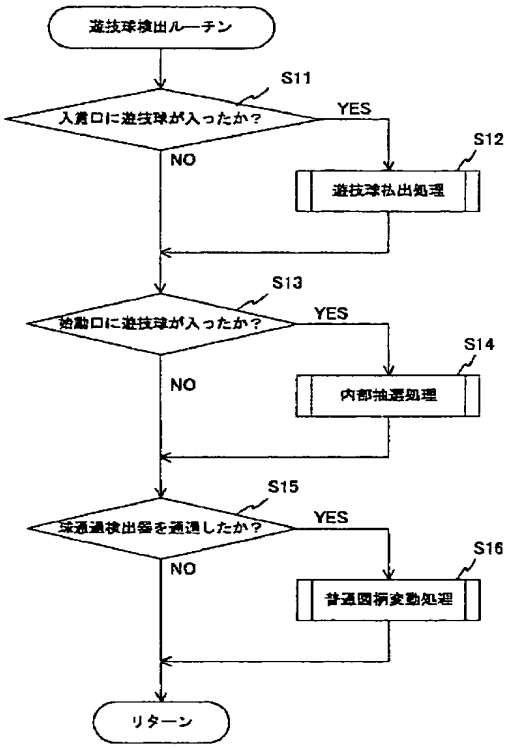
[Drawing 14]



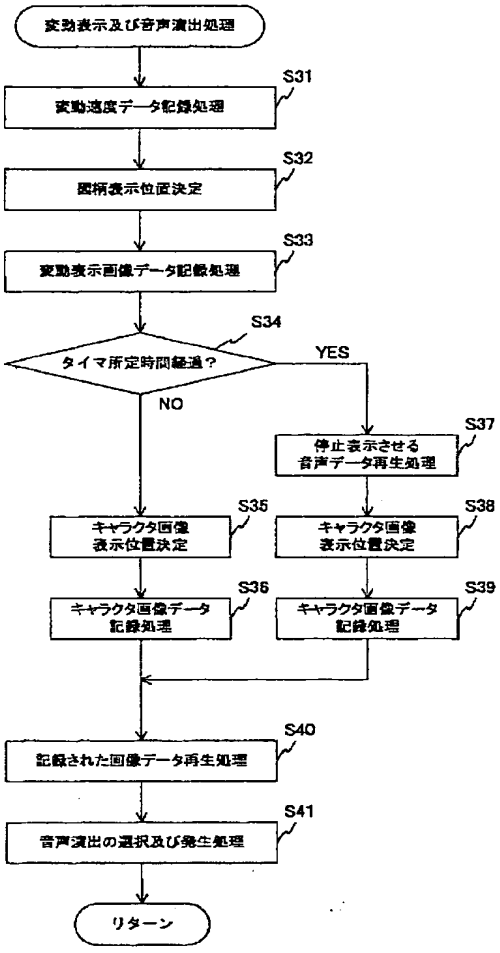
[Drawing 18]



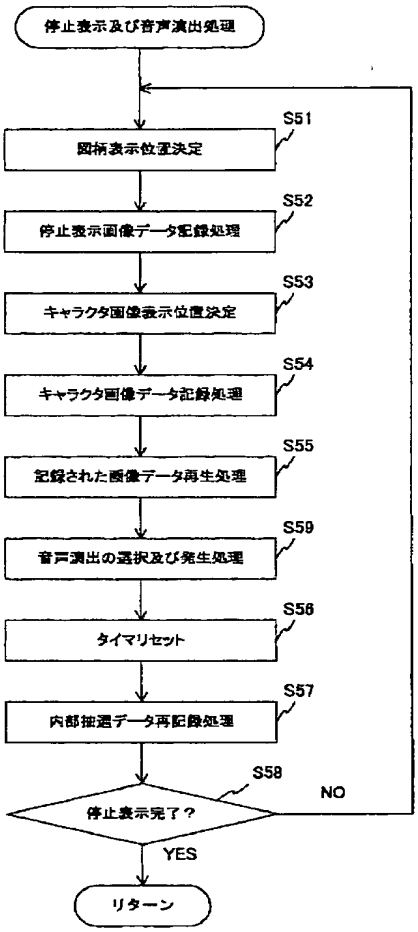
[Drawing 13]


遊技球検出ルーチン
S11
入賞口に遊技球が入ったか？
YES
NO
S12
遊技球払出処理
S13
始動口に遊技球が入ったか？
YES
NO
S14
内部抽選処理
S15
球通過検出器を通過したか？
YES
NO
S16
普通図柄変動処理
リターン

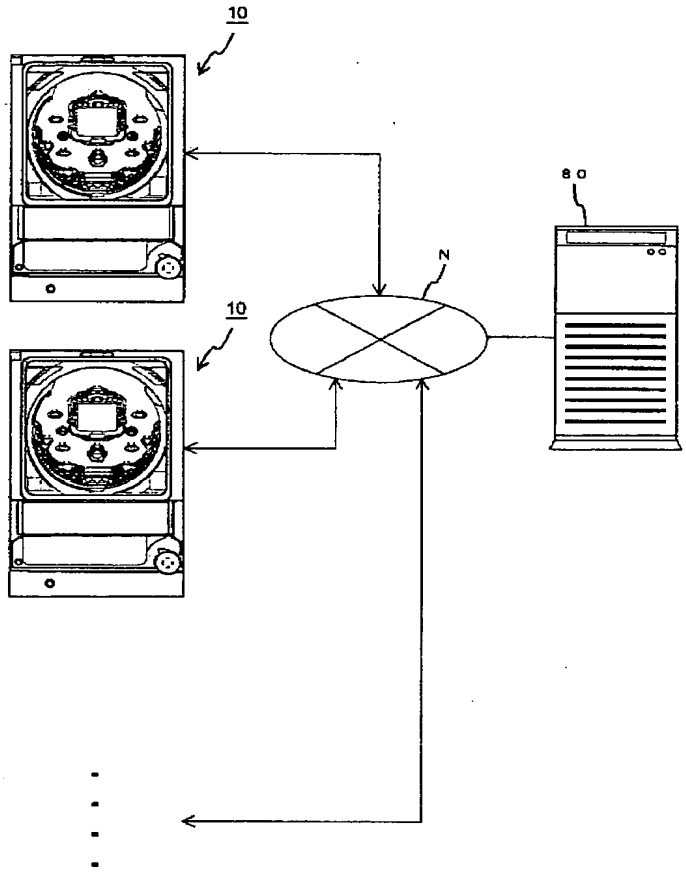
[Drawing 15]


変動表示及び音声演出処理
S31
変動速度データ記録処理
S32
図柄表示位置決定
S33
変動表示画像データ記録処理
S34
タイマ所定時間経過？
YES
NO
S37
停止表示させる
音声データ再生処理
S35
キャラクタ画像
表示位置決定
S38
キャラクタ画像
表示位置決定
S36
キャラクタ画像データ
記録処理
S39
キャラクタ画像データ
記録処理
S40
記録された画像データ再生処理
S41
音声演出の選択及び発生処理
リターン

[Drawing 16]


停止表示及び音声演出処理
S51
図柄表示位置決定
S52
停止表示画像データ記録処理
S53
キャラクタ画像表示位置決定
S54
キャラクタ画像データ記録処理
S55
記録された画像データ再生処理
S59
音声演出の選択及び発生処理
S56
タイマリセット
S57
内部抽選データ再記録処理
S58
停止表示完了？
NO
YES
リターン

[Drawing 17]



[Translation done.]